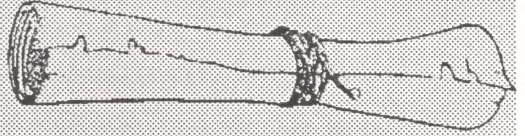# WHAT POKE?

THE HAND BOOK FOR SPECTRUM

Volume 2
Issue 2

H&D
& SERVICES

£1.00

EDITORIAL

Welcome to Issue 2 of Volume 2, and as I write this item, our nationwide launch is only 2 weeks old, and early indications are that the public are in favour of our new batch of publications. Over 100 retailers nationwide have already agreed to stock the books and many more will be approached to stock the book over the next few weeks. We have targetted to have availability in around 300 retailers by Christmas. A full list of participating retailers is included in the back of this publication.

September 19th has seen the launch of yet another computer magazine, from the Newsfield stable. Angered by the success of a re-vamped Computer and Video Games, along comes Newfields answer with the Games Machine. We reserve judgement on the new mag for now, but no doubt we'll be talking about the mag very soon. Newsfield must be hoping that the new mag doesn't follow the fate of LM, enough said.

The new Spectrum +3 is still conspicuous by its absence, but the +2 has received an unexpected boost from the Tandy stores who will stock Spectrum +2's as their only home computer machine from early September. Tandy have some 200 shops nationwide and Amstrad must be rubbing their hands with glee, as Christmas looms on the horizon. A spokesman for Tandy states that at the end of the day, it comes down to software availability and there were only two machines in it, the Spectrum and Commodore. Why the Spectrum was chosen they did not say, but we're sure the pricing had something to with it. Anyway, it should promise another good Christmas for Spectrum sales, which will mean a bigger market for games, and from which we all should see a benefit.

We attended the 24th ZX Microfair in August, this was our third visit, and how noticeable it is, that these shows have just become market stalls for cheap software. There is a total lack of Software Houses in attendance, and we believe the regularity of these shows has caused this to happen. The ZX Microfair is more like the QL show, with QL games; utility, and hardware companies trying their best and in the main, succeeding to sell off their goods to a loyal band of grateful QL owners. By now, Spectrum owners are aware of the standard of the show, and just go to look for software bargains. As retailers selling off old stock we can appreciate the show; as an organisation wishing to see what's new in the Spectrum world, we are left disappointed. Anyway that's it for this issue.

Bernard Dinneen
Editor

3

Pokes & Cheats

Features:

Maps:

Reviews:

Hints:

Solutions:

GAME REVIEW SECTION

The Scoring System:

Between 90-100% Rave
Between 80-89% Excellent
Between 70-79% Very Good
Between 60-69% Good
Between 50-59% Average
Between 40-49% Poor
Between 30-39% Rubbish
Between 00-29% Garbage

What The Ratings Mean:

Graphics- Do the Graphics add to the game.
Playability- Is it logical or do you need to be Einstein to play.
Lastability- Does it keep you playing for ages.
Addictiveness- Does it grab you back for just that one more go.
Value For Money- Is it worth the cash.
What Poke ? Rating- Overall impression.

The Reviewing Team

Jon (North) Age 15- Favourite Best Ever Games- Jet Set Willy, Head Over Heels. Worst Ever Game- Realm Of Impossibility. Best Budget Game- Spellbound.

Martin (Pugh) Age 17- Favourite Best Ever Games- Mercenary, Last Ninja. Worst Ever Game- Trans Atlantic Balloon Challenge. Best Budget Game- Kikstart II.

Andrew (Harrison)- Favourite Best Ever Games- Starglider, Zynaps. Worst Ever Game- Fist II. Best Budget Game- Thrust.

Robert (Troughton) Age 15- Favourite Best Ever Games- Uridium, Slap Fight. Worst Ever Game- Transformers. Best Budget Games- Thrust, Kikstart II.

Scott (Moore) Age 15- Favourite Best Ever Games- Leaderboard, Head Over Heels. Worst Ever Game- Quartet. Best Budget Game- Kikstart II.

Matthew (Gregg) Age 17- Favourite Best Ever Games- Dan Dare, Head Over Heels. Worst Ever Game- Kokotoni Wilf. Best Budget Game- Kane.

Ashley (Cotter-Cairns) Age 16- Favourite Best Ever Games- Spindizzy, Thing Bounces Back. Worst Ever Game- Ghostbusters. Best Budget Game- Knight Tyme.

Title: River Raid
Publisher: Firebird
R.R.P.: 1.99
Game Type: Arcade

You are a fighter pilot with an important but deadly mission. You must destroy a number of vital enemy bridge links that are well defended by helicopter gun-ships, deadly land tanks, ships and observation balloons. You must fly down the river valley and destroy the bridges at every opportunity.

Donalds' Comments:
I found the graphics far too small, and game play grew a little tedious, the longer it went on.

Jons' Comments:
Poor graphics, and I found the game too easy to play. I played for an hour, that is about it.

Roberts' Comments:
I found it extremely playable, and very addictive. A good shoot em'up that I kept going back to.

Martins' Comments:
Not a bad spy hunt clone for £1.99. I played for quite a time, but it did become repetitive. OK for a nights entertainment.

What Poke? Rating - 48%

6

Title: Centurions
Publisher: Reaktor
R.R.P.: 9.99
Game Type: Arcade Adventure

Ace McCloud, Jake Rockwell, and Max Ray are The Centurions. Stop the evil Doc Terror in his desperate bid to destroy the world. Guide the Centurions through Space, Sea, and Air, and find all six parts of the master key before it's too late. Choose from an awesome array of weapons, and prepare for the battle of a lifetime.

Roberts Comments

Another Birds eye view Arcade game, that are all the rage at the moment. I found the game very easy to get going in, but the pace did tend to be a little slow. Within the games it's no easy task finding the keys, as the playing area is very large. There are locked doors to find the keys for, in true Avenger, Gauntlet style. I'll certainly be back for more, and it's just about worth the outlay.

Scotts Comments

All the early indications were good for this game, but after playing for a while, I became somewhat dissapointed. Yet another poor T.V. tie in.

Editors Comments

The first introduction, that I had to The Centurions, was when my little lad asked me to buy him the group for his birthday. Oh! the pull of T.V. advertising. Well Reaktor have tied up the rights to the computer game to accompany this new range of heroes, although I would think that they're so new that even some kids will not even know who they are? The game itself is very well packaged, as is becoming Reaktors trademark, and it seems to offer much. The game play is very reminiscent of other Gauntlet style games, but with three large areas to explore, and at times a good deal of time to wander around without being mithered by monsters, you can get quite involved. Certainly a game worth a look, if a little over priced.

Centurions The Scores
Graphics 63%
Playability 61%
Lastability 66%
Addictiveness 58%
Value For Money 57%
What Poke? Rating 61%

Title: Wiz
Publisher: Melbourne House
R.R.P.: 7.95 (Sp), 8.95 (C64)
Game Type: Arcade Adventure

As everyday passes, more and, more evil bursts through from the Darkside. It seems obvious to you a mere 1st level Wizard, that the long forewarned meeting of worlds is imminent. The Council of Wizards are reluctant to act. They can see no way of avoiding disaster, other than to destroy the ancient links between the worlds. Doing so would mean the loss of much of their magic which comes from the Darkside. Time is running out, and soon even the option to close the ancient ways will no longer be available. You, seeing the councils folly, have decided to act on your own, but to do so you must become a 5th Level Wizard, and acquire the spell you need to break the links, and seperate the two worlds forever. The Council find out about your scheme, and seek to prevent you although they cannot effect your advancement as a Wizard. Consequently, no wizard can refuse to teach you your spells unless you are openly hostile to him. Unfortunately they have withdrawn a shield of protection from you, which means, that you can still be drained of power by evil beings. Good luck brave novice.

Scotts Comments

Yet another poor Melbourne House release, have they forgotten how to do good ones, you'll do well to avoid this.

Roberts Comments

The game was very hard to get in to, and it looked like another boring Gauntlet clone to me, and I soon dropped it.

Editors Comments

Another excellent scenario from Melbourne House, but sadly it appears to be let down by actual game play. The ability to enter locations, and come out clutching spells, is familiar in another game, the name of which escapes me for the moment. I guided my Wiz around for ages across the landscape, but soon became bored. Perhaps there is more to the game, but I struggled to find it.

Wiz The Scores
Graphics 54%
Playability 61%
Lastability 47%
Addictiveness 45%
Value For Money 43%
What Poke? Rating 44%

Title: Zenji
Publisher: Firebird
R.R.P.: 1.99
Game Type: Arcade Puzzle

Direct Zenji through the microcircuits of the Delta-B reactor to provide a continuous circuit, but don't run out of time or the proteo-convertor power source will inevitably atomise you.

Playing the game: The object of the game is to turn all the corridors yellow. This is achieved by moving Zenji to a chamber and rotating the pathways so that the source can use it to transport power. The Timer will continually count down at the bottom of the screen. If it reaches zero and the circuit has not been completed, you will have spent too long in proximity to the reactor and will vaporise. You start your work with 1 Head and 4 on reserve.

Scotts' Comments:

OK the graphics aren't brilliant, but the playability make it very good to play. I'm not being derogative, but it's cheap and simple, and why can't all games be like this.

Martins' Comments:

A superbly playable puzzle game that contains simple but effective graphics. I kept going back for more, but the programmer must be really evil, as I especially liked the way the music gets faster as the time limit decreases making you panic. A re-release but a must for your collection, don't miss it.

Roberts' Comments:

Another re-release that is well worth the effort. It's a game I just couldn't put down. Now how many £1.99 games can you say that about.

Zenji: The Scores
Graphics 57%
Playability 88%
Addictiveness 92%
Lastability 85%
Value for Money 92%
What Poke? Rating 89%

9

Title: The Tube
Publisher: Quicksilva
R.R.P.: 8.95
Game Type: Arcade

On May 20th 2523, The GRS Tracker II, on its return journey from a five year patrol of the outer reaches of Province 4, is hit by what seems to be a minor meteor storm - or is it? The ship's shields are deployed as the meteors make contact. What happened next is anyone's guess - a light began to flash on the control panel - a hissing sound could be heard throughout the ship - before anyone could react the Tracker II veered to the left hurtling out of control, its engines severely damaged.

Ahead, the crew could see the one sight every space crew dreads - nothing!..... A complete absence of light!......A Black Hole!

Eventually, the ship slowed as it emerged from the other side of the hole, the crew looked around to discover where they had arrived only to be horrified at what they saw. The first horror was nothing to the hole they were now approaching!

The Track II was being slowly sucked by an unknown force field into - The Tube! - an uncharted alien presence in space!

Your objective is to survive a journey through the Alien scrap collection system known as The Tube.

Scotts' Comments:

A nice original scenario from Quicksilva, but a fairly run of the mill shoot em'up. Good entertainment.

Martins' Comments:

A shoot em'up that you can quickly and easily get into, perhaps too easily. Graphics are fairly weak, and the price is just a little too high.

Roberts' Comments:

It makes a change to actually play a shoot em'up that you can begin to master. That's where the game loses out, it is perhaps just too easy.

The Tube: The Scores
Graphics 54%
Playability 61%
Lastability 48%
Addictiveness 47%
Value for Money 53%
What Poke? Rating 52%
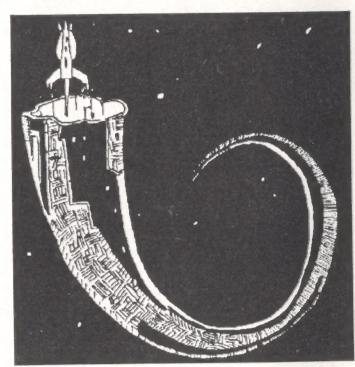
Title: Trio Hit Pack
Publisher: Elite
R.R.P.: 9.95
Game Type: Arcade Compilation

Compilations are not new, but it's nice to see a compilation with 3 original releases on it. The tape includes:

Airwolf 2, You are Stringfellow Hawk, who along with his super new helicopter, has been given a mission to destroy an alien aircraft that is threatening Earth. Collect new weaponry on the way to do battle with this deadly adversary.

Great Gurianos, You are Great Gurianos who is on a deadly journey, where he must battle against feared warriors. Armed with a razor sharp sword, a titanium suit of armour, and a carbon chromed shield, only your guts and reactions will give you the chance to stay alive on your quest.

3DC, You are stranded on the sea bed and must collect parts of a submarine, and then construct it to make good your escape to the surface.

Donalds Comments

Airwolf 2 - Excellent graphics, but game play becomes a little tedious.

Great Gurianos - Good animation, but again a little repetitive.

3DC - A good 3D Maze game that should last you for ages.

Conclusion - Reasonable value, but each game should have been released individually at a budget price.

Ashleys Comments

Airwolf 2 - A fairly average but busy shoot em' up.

Great Gurianos - My favourite, worthy of release in its own right.

3DC - A good exploring game, with plenty to do.

Conclusion - A strange compilation, as the three games will probably appeal to different types of players. Overall a nice package.
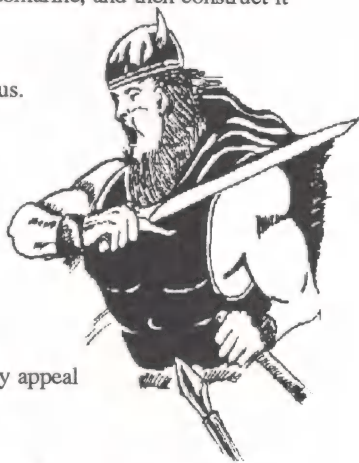
Trio Hit Pack The Scores
Graphics 68%
Playability 73%
Lastability 76%
Addictiveness 65%
Value For Money 78%
What Poke? Rating 75%

Title: Athena
Publisher: Imagine
R.R.P.: 7.95
Game Type: Arcade

Transported to a strange forbidding land, Athena a bold oriental Princess must battle for survival, against the denizens of the Dark Overlord, who brought her to this place as a pawn for his macabre games. But the blood of a hundred Samurai run through Athenas veins, and she sets out to destroy the Dark Overlord, and his servants. There are six worlds to master, and break open bricks to find hidden weapons to help on the quest, or steal from the dead warriors you defeat in combat. Go ahead Athena you must survive.

Donalds Comments

Monochromatic graphics supply excellent detail for this game of fast action play. You certainly have to have your wits about you, and the game is far from easy. There are six worlds to explore, but I have to admit, that I struggled to progress very far. Recommended for the masters of the old joystick, and perhaps too difficult for many players, without say the use of pokes.

Editors Comments

The two way action was rather reminiscent of a cross between Wonder Boy, Green Beret, and The Legend Of The Amazon Women. Animation is very good, but at times you don't seem to be given a chance to draw breath, never mind a sword. Recommended for the Big boys in arcade playing, a shame really because it looks good fun, and I wish I could have got a bit farther.

Athena The Scores
Graphics 72%
Playability 63%
Lastability 71%
Addictiveness 66%
Value For Money 65%
What Poke? Rating 66%

Title: Road Runner
Publisher: US Gold
R.R.P.: 8.99
Game Type: Arcade Conversion

The infamous Road Runner cartoons, have been off our TV's for far too long. Fortunately fans have been able to visit their video arcades to play the game. Now at last, it's on the home computer. You take on the role of Road Runner.

Evading Wile E. Coyote and the many obstacles placed in your path, you as Road Runner, venture through the many captivating levels collecting as many points as you can. Watch out for mines, trucks, boulders, crevasses, and of course that damm Coyote.

Jons' Comments

OK it's not a patch on the animation of the Video arcade original, but you can't get a lot better on our favourite Spectrum. I found it very easy to get started, and the only annoying bit was the Multiload which wasted time, but makes it just about worth any waiting around. Not the most brilliant game about, but it should keep you happy for a few weeks.

Donalds' Comments

Neat backdrops, but the game is let down by the numerous attribute problems. Road Runner is not too easy to guide around the screens and especially in the mazes. A fast action game thats main annoyance is the loading and re-loading of levels. Not easy and bound to put many off.
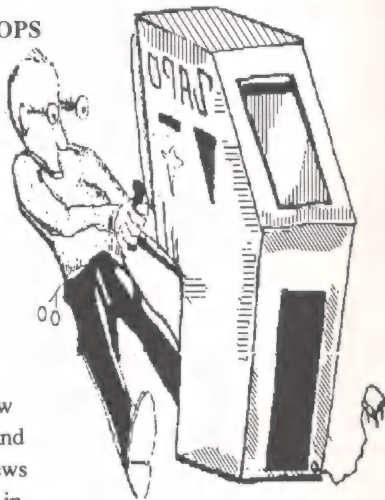
Road Runner: The Scores
Graphics 58%
Playability 63%
Lastability 59%
Addictiveness 57%
Value for Money 58%
What Poke? Rating 58%
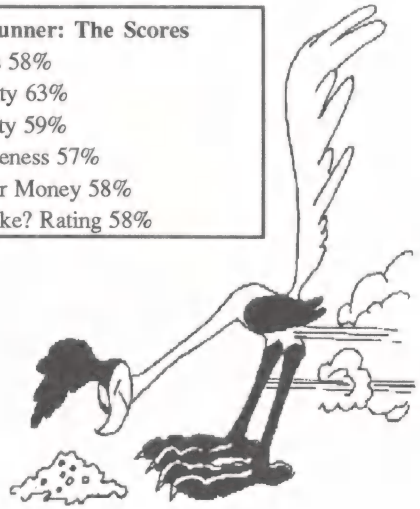
AROUND THE COIN OPS
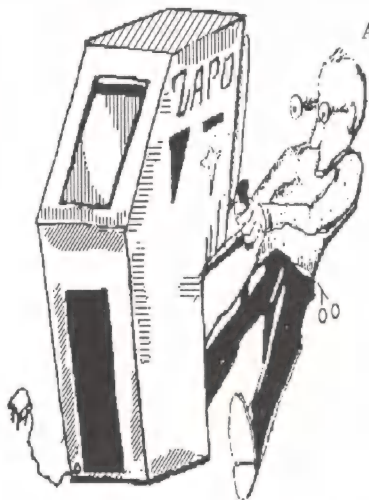
Hello video arcade players and fans, this is Scott Moore again, and yet again I have been placing my hard earned 10ps into the machines at my local arcade, in an attempt to let you know what's worth playing and what isn't. My 3 reviews are followed by a first in computer mag history, as far as I know anyway, as Mark Crook offers a solution to the video players stuck in the original Dragons Lair, for a step by step solution see the piece directly following my reviews, and Mark offers more in the near future. Happy blasting.

TITLE: Multi Value
PUBLISHER: Various
PRICE 10p
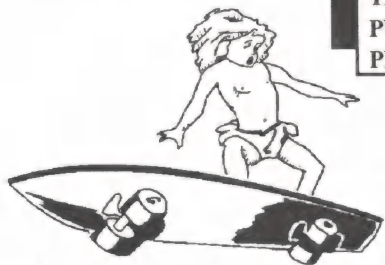
This new game is the arcade equivalent of the computer compilation tapes. Games included are Terra Cresta, Formation Z, Wonder Boy (Japanese version), Arkanoid, Nemesis and others. Being different from other arcade games, this has a novel method of choosing the game. When the 10p is inserted, there is a choice of choosing games on offer. When the required game is chosen, fire is pressed to commence playing. The original part comes while playing. Three lives are allocated and they can be used on any of the games or only one. During the game pressing 'game select' will change the game being played. This would be a good idea, but there is one major drawback. When playing, as well as having three lives, there is a counter which counts from three to zero while playing. The game ends when all lives are lost or if the counter reaches zero. This means that you can be playing a game losing no lives and suddenly the game ends which doesn't really please the player. Overall a nice original attempt but is a let down on a couple of points. It would be nice to see another attempt, but with newer, more playable games and without the timer.

Overall 59%.

14

TITLE: Rolling Thunder
PUBLISHER: Namco
PRICE: 20p

The latest Namco game is another beat the baddies and rescue the goodies. Your task is to fight through different levels trying to break through the enemy's defences and rescue the hostages.
You begin on area one, story one and see the enemy pouring out of the doors. Armed with only a hand-gun with limited ammunition you must kill the enemy.
Some of the doors en route can be entered giving more bullets, and machine guns.
On early levels, the enemy fight with their fists, but as the game progresses they are armed with guns, grenades and fire bombs, but you can hide behind wire gates out of the reach of the enemy.
You have three lives and each life is depicted by an energy bar which diminishes when you come into contact with the enemy or a bullet. The enemy usually hit you so many times, so losing a life, which makes the energy bar pointless. You are placed at the start of the level when a life is lost.
The graphics are very good portraying the enemies characters. I particularly like the way they scratch their head when you go into a door.

GRAPHICS 92%
ADDICTIVE 89%
LASTABILITY 93%
VALUE FOR MONEY 93%
OVERALL 89%

TITLE: Firefox
PUBLISHER: Atari
PRICE: 10p

The classic phrase "they don't make 'em like they used to" can be applied to this. This was one of the first of the "new" arcade games after such classics as Space Invaders, Pacman etc. Released way back in 1982, it is still a favourite in a lot of arcades. The game is based on the film of the same name and caused excitement in the arcades when released. It was the first of the laser-arcade games (later ones are Dragons Lair, Space Ace) which allowed clips of the film to be shown as you progress.
It is basically a shoot 'em up. You are the pilot of a jet and must destroy the enemy, while not letting yourself be destroyed. You are armed with a cannon and a limited supply of rockets. You must save fuel and eventually land at a special point. The graphics are good, especially the part in the film reminding you to pull up the jet.

GRAPHICS 71%
ADDICTIVE 95%
LASTABILITY 82%
VALUE FOR MONEY 88%
OVERALL 85%

15

Coin Ops Solution Special

DRAGONS LAIR VIDEO ARCADE SPECIAL

Mark Crook alias Dirk has revealed the secrets to completing this laser disc arcade classic. Your only problem is knowing where to use them, so get your 10p's ready.

1) Griddy Goons: SWORD, RIGHT, SWORD, UP

2) Mud Monsters: SWORD, UP, UP, RIGHT, UP, UP, UP, UP, UP.

3) Tenticals Room: SWORD, UP, RIGHT, DOWN, LEFT, UP.

4) Floor Falls Away: DOWN, UP, LEFT.

5) Rolling Ball's: DOWN, DOWN, DOWN, DOWN, DOWN, UP.

6) Chess Board: LEFT, RIGHT, UP, RIGHT, LEFT, RIGHT, LEFT, SWORD, UP.

The moves may be opposite depending which way the Knight's sword is. Left go left. Right go right.

7) Falling Disc: Opposite way to the way Dirk is looking eg. looking left you go right.

8) Strong Wind Room: RIGHT

9) Potion Room: RIGHT

10) Black Knight and Spikes: LEFT, LEFT, RIGHT

11) Ghost at the end of Room, Clue: Wait until you see Dirk's hand then UP, SWORD, DOWN, UP.

12) Room Knives Snakes Spiders, Clue: Go the same way as Dirk's sword is on eg. sword on the left go left then LEFT, UP, RIGHT, UP, LEFT, UP, SWORD, RIGHT, UP.

13) Skull/Hand Room: UP, SWORD, UP, SWORD, UP, SWORD. Clue: Look which way the door is go LEFT or RIGHT then SWORD.

14) Burning Ropes: RIGHT, RIGHT, RIGHT, RIGHT, or LEFT, LEFT, LEFT, LEFT.

15) Opening Shutting Door: UP, UP, RIGHT.

16) Throne Room: RIGHT, UP, RIGHT, RIGHT.

17) Under Ground River: LEFT, RIGHT, LEFT, RIGHT wait UP, UP, UP, UP, wait RIGHT, LEFT, RIGHT, LEFT, RIGHT.

18) Magic Ride: LEFT, RIGHT, LEFT, RIGHT, RIGHT, RIGHT or RIGHT, LEFT, RIGHT, LEFT, LEFT, LEFT.

19) Lizard King: LEFT, RIGHT, RIGHT, RIGHT, RIGHT, UP, SWORD, LEFT, SWORD, LEFT, SWORD.

20) Dragon's Lair: The Princess Speak's: LEFT, LEFT, LEFT, DOWN, DOWN, UP, SWORD, LEFT, UP, SWORD.
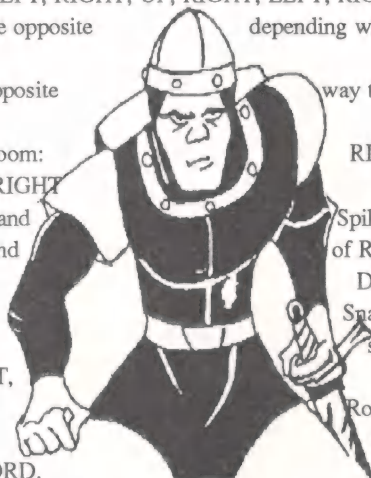
Stand back. Watch finale.

16

Game Playing Classifications

HOP (Hot Off Press)- The very latest in game help received on the very latest software releases.

NEW- Help on the games released 3 months prior to publication.

EP's (Ever Presents)- Help on the older games that still remain popular.

CLASSICS- Help on the games that have proven a landmark in computer game history.
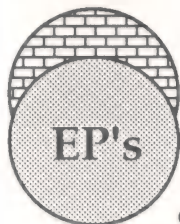
Enduro Racer
Alan Walton offers a cheat for 128 players
This cheat will only work on the 128K and 128K+2.
Press down the graphic key, and faster, and either left or right before it starts.
You will now move very fast and you will not hit any trees, rocks, cars etc. The speedo will read 0km. This will only get you to level 5.

Thrust II
Throttle back with J. Clark's help on this Firebird cheapie.
When you've collected an ord from the surface of the planet, fly back to the empty pylon and press the pick up key. You should now have another ord , deposit it, and you finish the game John Clark style.
When the game is loaded, do not press space, just hold down Q, W, E, R, T key - for infinite live, or hold down C,L,A,R,K,Y for nothing, it is up to you.

Saboteur II The Avenging Angel
Durells excellent beat 'em up stuns David Wright into action:
If you are in the main complex, try and hit the guard 3 times continuously. This is a quicker way to kill them and it works equally well on the Pumas.
If you're in a tunnel fighting the guards, remember to always be crouching as this prevents you being attacked by the bats. Also if you're in the tunnels where there is water, push the joystick forward at an angle left or right , depending on the way you wish to go, and this will make the Saboteur swim.

17

Gunrunner
Donald Hay comes out all guns firing.
10 CLEAR 26598
20 INK 7: PAPER 0: BORDER 0
30 LOAD " " CODE: LOAD " " CODE 16384
40 PRINT AT 19,0: LOAD " " CODE 26599
50 POKE 49171,0 (Infinite lives)
60 POKE 52549,0 (Do not return to beginning on death)
70 RANDOMIZE USR 48070

Nemesis
J. Clark allows you to be indestructable and able to fly through anything.
5 Rem by J. Clark.
10 Paper 0: ink 7: Border 0
20 Clear 24999
30 print at 10, 1; "Start the tape"
35 Load " " Screen
40 Print at 0,0;
45 Load " " Code : Clear 65500
50 Poke 51479,1
55 Load " "

STAR BURST
Infinite lives, play tape from the start.

1 REM Starburst by Jon North
115 POKE 50781,0
200 MERGE "": GO TO 100
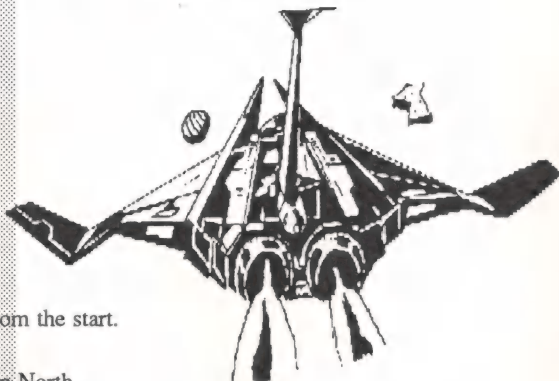
WONDER BOY
No more wondering, John Capel's here:
On Round One, stage four, area four, you have to fight a giant
man. The only way to kill him is to continually shoot him in
the head. If you go on the Skate board, then your energy goes
down slower, but you cannot stop. Eggs often appear next to
baddies - to get the contents without having the contents land
on the baddie, making them impossible to collect, walk right
up to the egg and jump up making sure you land right on top
of it. Always collect dolls as you get massive bonus points or
extra lives and you get extra lives the more points you get.

18
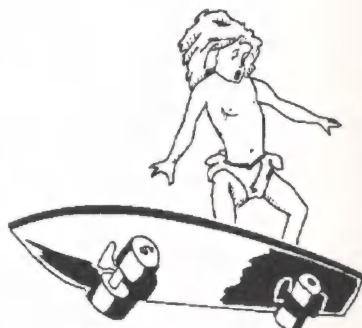
MARIO BROS

Jon North offers a routine:
```
10 REM Mario Bros by Jon North
20 CLEAR 65533: LET t=0
30 FOR f=23296 TO 23443
40 READ a: POKE f,a
50 LET t=t+ (f-23286)*a: NEXT f
60 IF t-1535429 THEN STOP
70 INPUT "Inf bonus time? ";a$
80 IF a$="n" THEN GO TO 100
90 POKE 23409,197
100 INPUT "inf pow?";a$
110 IF a$="n" THEN GO TO 130
120 POKE 23406,170
130 INPUT "No lives (1-255)";a
140 POKE 23411,a
150 INPUT "Level (1-50)";a
160 IF a>50 THEN GO TO 150
170 INPUT "Time (1-255)";a
180 POKE 23411,a
190 PRINT "Start tape"
200 RANDOMIZE USR 23296
1000 DATA 221,33,203,92,17
1010 DATA 234,6,62,255,55
```

FAT WORM

Don't die, and infinite sparkies with Jon Norths help.
```
10 REM Fat Worm by Jon North
20 CLEAR 65535: LOAD ""CODE
30 FOR f=65416 TO 65432
40 READ a: POKE f,a: NEXT f
50 POKE 64249,240
60 POKE 64250,186
70 POKE 64260,136
80 POKE 64261,255
90 RANDOMIZE USR 64242
100 DATA 62,61,50,180,119
110 DATA 50,14,120,50,46
120 DATA 120,50,7,119,195
130 DATA 219,239
```

```
1020 DATA 205,86,5,48,241
1030 DATA 62,224,50,8,95
1040 DATA 62,246,50,11,95
1050 DATA 49,252,255,14,112
1060 DATA 33,15,98,229,33
1070 DATA 252,94,17,192,99
1080 DATA 217,1,224,184,217
1090 DATA 118,201,33,145,252
1100 DATA 1,76,0,17,145
1110 DATA 64,122,237,176,50
1120 DATA 182,64,50,170,64
1130 DATA 50,174,64,50,202
1140 DATA 64,62,201,18,62
1150 DATA 252,50,110,252,62
1160 DATA 145,50,113,252,205
1170 DATA 145,64,33,107,91
1180 DATA 17,69,252,1,28
1190 DATA 0,237,176,33,69
1200 DATA 252,34,68,255,195
1210 DATA 243,254,175,50,138
1220 DATA 0,50,228,0,62
1230 DATA 3,50,187,196,62
1240 DATA 30,50,25,199,62
1250 DATA 1,50,195,196,195
1260 DATA 0,189,128,223,181
1270 DATA 209,177,144,141,139
1280 DATA 151,206,198,199,200
1290 DATA 195,67,254
```
This gives you various options.

19

URIDIUM THE MAP Levels 9-12

LEVEL 9
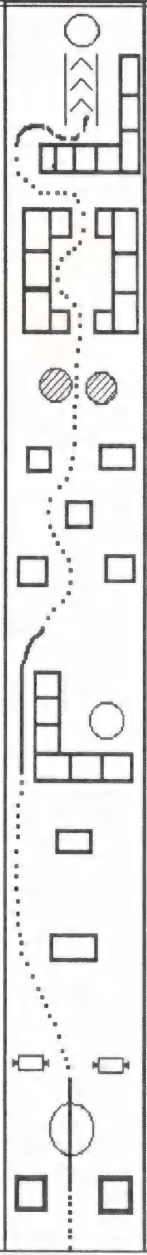
LEVEL 10

LEVEL 11

LEVEL 12

KEY

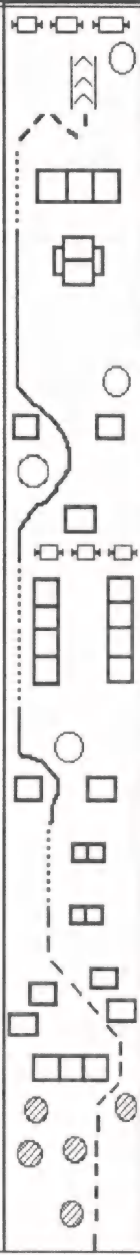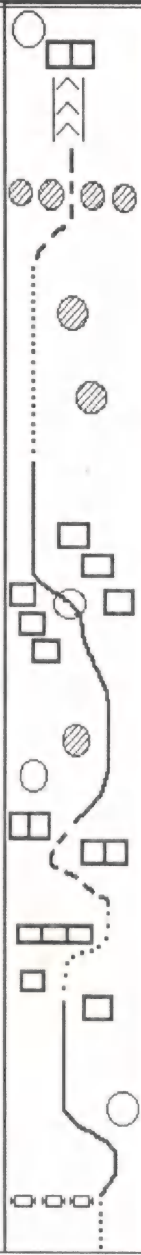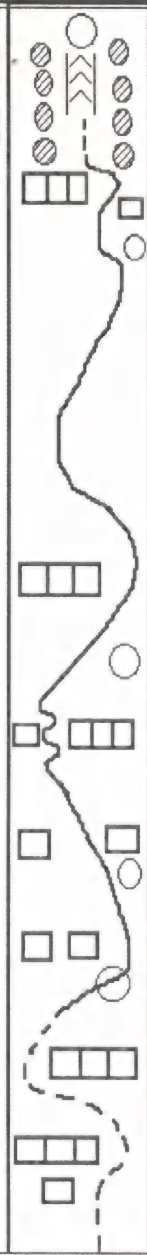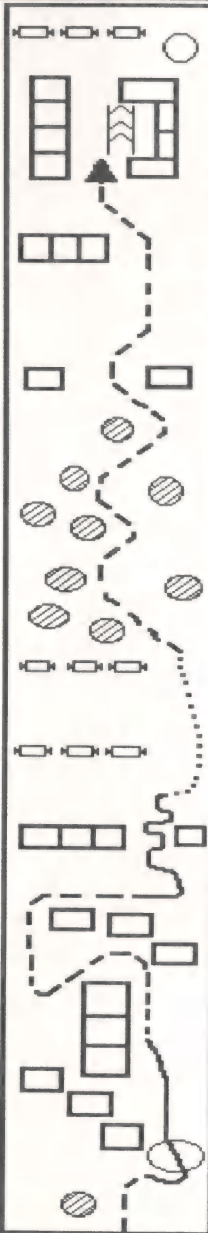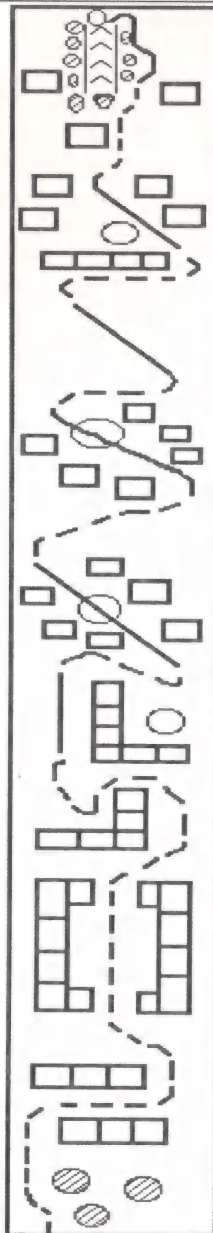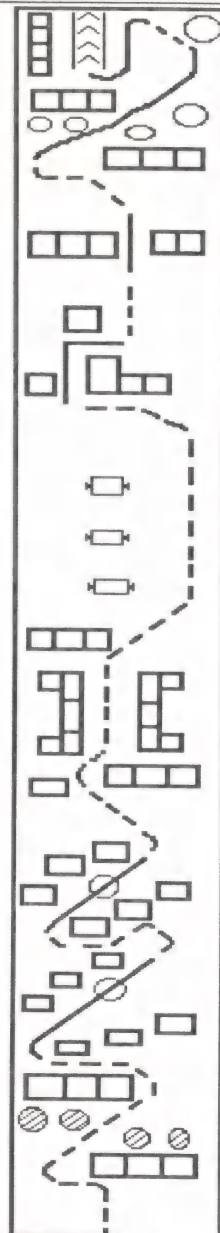◍ = AERIAL   ○ = GENERATOR   □ = WALL   - - - = SLOW   ——— = FAST   · · · = ANY SPEED

20

Levels 13-15

LEVEL 13

LEVEL 14

LEVEL 15

21

Three Weeks in Paradise

(by E Yoong)

1. To Rescue Herbert

Get the EMPTY BILLY CAN from the screen with the FROG. Go to the screen with the TRADING POST sign & enter the HUT to get the FLIP FLOPS. Go to the screen with the JUNGLE SIGN & BIRD ON LION HEAD. Press ENTER to get to the screen with the SWORDS hanging on the wall. Walk left to the screen with the SEASIDE picture. Jump into the PICTURE to get to the screen with WILMA'S HANDBAG on the BEACH. Walk left past the screen with the CRAB to get to the screen with the sign OLD FAITHFUL. Pull the ROPE & quickly run to the WATER to fill the BILLY CAN.

Go to the SAND & press ENTER when you're to the right of the CRAB. Swap the FULL BILLY CAN for the CRAB PINCER. Make sure that you're still in possession of the FLIP FLOPS or the CRAB will kill you.

Go left of the screen with CRAB past OLD FAITHFUL, CAR, ENTER door with the STAR sign & walk past SEASIDE PICTURE SCREEN TEMPLE SCREEN, BIRD ON LION HEAD SCREEN, ELEPHANT SCREEN, GIANT DAISY SCREEN, AXE SCREEN to reach HERBERT. Keep walking while pressing ENTER to pass the 2 LIONS. Go back to the screen with the AXE & BEES. Press ENTER to get to the screen with the CROCODILE. Collect the DEUX STICKS & take them to the screen where all the SWORDS are on the walls. When you get to the WOOD press ENTER & the FIRE will start.
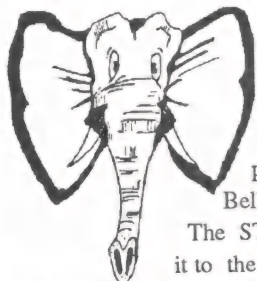
Go to the WISHING WELL & get the BELLOW. Go back to the FIRE & press ENTER. Swap the FLIP FLOPS for the HOT ASHES keeping the Bellow.Go to the screen with the CLOUD & WITCH DOCTOR & press ENTER. The STORM CLOUD will produce LIGHTNING. Keeping under the CLOUD, take it to the screen with the FROG & HUT which will burn down. Swap the BELLOW for the SEASHELL. Take the SEASHELL to the WISHING WELL & fall down it. Walk under the DRIP on the left to fill the SEASHELL. Walk to the right & keep pressing ENTER to climb out of the well avoiding the bubbles by letting go of ENTER when BUBBLES are nearby. With the FULL SEASHELL go to HERBERT & press ENTER by the FIRE. You have now rescued HERBERT.

2. To Rescue Wilma

Get the MINT from BEHIND the TRADING POST sign. Go to the BEACH by jumping into the SEASIDE PICTURE in the screen that also contains the TABLE. Get WILMA'S HANDBAG from the BEACH. Go to the screen with the BEES & AXE. Press ENTER to get to the screen with the CROCODILE. As long as you have the HANDBAG the CROCODILE will not harm you. Walk past the CROCODILE to get to the screen with the ICE CUBE. Press ENTER & pick up the HOLE (keeping the HANDBAG). Go right until you are just in front of the crocodile & now drop the HANDBAG.

Go to the screen with the ELEPHANT & get the GOLDFISH BOWL. Take it with the HOLE to the screen with the WISHING WELL. Go to the far left of the screen standing in front of the BLUE WALL. Press ENTER to make a HOLE. Go left into the new screen & get the SKELETON KEY. Be sure to keep the GOLDFISH BOWL. The SPIDER will not harm you as long as you have the GOLDFISH BOWL.

Go through the SEASIDE PICTURE again & into the SEA. Walk past the LOCKER & it will open. Get the TIN OF SPINACH & walk right to the next screen with the PLUG. You will fall down & escape by walking left. Go to the screen with the BIRD ON LION HEAD. Press ENTER & go back to the screen with the SEASIDE PICTURE & jump onto the TABLE. Get the STUFFING (keeping the TIN OF SPINACH). Go to the screen with the WITCH DOCTOR & press ENTER to go to the screen with the BIG BIRD. Swap the STUFFING for the EGG.

With the EGG & SPINACH go through the SEASIDE PICTURE to get to the screen that contains the sign OLD FAITHFUL. Pull the ROBE & run to the WATER. Jump up the GEYSER & you'll be shot up to the tree. Jump into the NEST & swap the EGG for the BOW & ARROWS. Now drop down.

Walk left to the screen with the CAR, STAR ON DOOR & ENTER STAR to get to the SEASIDE PICTURE SCREEN. Then go to the screen that contains WILMA (hanging from a rope) & shoot the GUARD with the BOW & ARROWS. The GUARD will disappear.

Go to the screen with the WISHING WELL through the screen with the 2 LIONS & jump into the WELL. Get the BOTTLE & go to the right of the screen & keep pressing ENTER to get out of the WELL. Go to the screen with the SWORDS hanging & get the CORKSCREW (keeping the BOTTLE). With the BOTTLE & CORKSCREW, return to the CROCODILE screen.

Get the BOTTLE & CORKSCREW past the crocodile one at a time by using the HANDBAG. Thus pick the HANDBAG & go past the crocodile & drop the BOTTLE in front of the RED COCONUT. Go back & pick up the CORKSCREW in front of the crocodile. Standing over the COCONUT with both the BOTTLE & CORKSCREW press ENTER. This will fill the BOTTLE with OIL. Swap the CORKSCREW for the HANDBAG. Go to the screen with the BLUNT AXE & pick it up (keeping the BOTTLE OF OIL).

Go past the screen with the BIRD ON LION HEAD & press ENTER to get to the screen with the STAR ON DOOR. Go to the screen with the HUT & CAR. Walk to the front wheel of the CAR & press ENTER to sharpen the AXE. With the sharpened AXE (make sure that you're carrying any one other object), go to the screen with WILMA & cut her down by pressing ENTER.

Go to the BEACH to find the RAFT & you'll have completed the game.

23
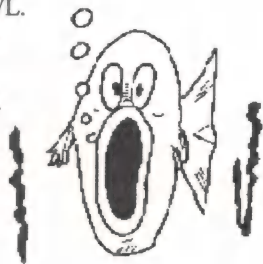
TURBO ESPIRIT

If you are struggling with this Big 4 car chase, then Scott Moore offers some guidance:
Always be careful of hit cars which are white. They travel much faster than you. Don't let them pass you on your right or the driver will fire at you and the car will probably crash. Always keep an eye on the various gauges. If the fuel is low, or the engine overheating then you must go into a garage. To do this, find a garage then pull in onto the pavement. If you see a smugglers car (red), try not to shoot it. More points are gained if you bump it into submission. Always be careful of pedestrians crossing at the crossings, although the joggers just whizz past. The smugglers know where you are if you are close so if you are near their car when it's about to pickup, it will drive away.

The best tactic is to wait quite a way away from the pick up point, and keep an eye on the map. When first playing, it is best to start on the practice level to get used to the car, which is difficult to control, and then begin to map the various streets. Always look to see if any messages have come on screen especially the ones which give information on drug dealings and where they take place.

THANATOS

And you thought the Dragon was an old computer. Scott Moore proves otherwise:
For points, pick up the soldiers and drop them from the top of the screen. If your heart-beat is very fast, stand still and it will eventually slow down. If your fire has run out, find a witch and eat her. If you travel right far enough, you will find a castle. Burn down the gate to enter. Find the girl and let her jump onto your neck, and then fly to the next castle.

SABOTEUR

Still playing this classic and wanting extra cash? Well here's some more cash, courtesy of Scott Moore.
For lots of money, keep swapping the time bomb for the disc.

24

CONQUESTADOR

Lives help from Jon North.
```
10 REM Conquestador by J North
20 CLEAR 65535: LET t=0
30 FOR f=3e4 TO 30063
40 READ a: POKE f,a
50 LET t=t+(f-29990)*a: NEXT f
60 IF t-359795 THEN STOP
70 RANDOMIZE USR 3e4
80 DATA 221,33,203,92,17
90 DATA 120,4,62,255,55
100 DATA 205,86,5,48,241
110 DATA 205,36,97,221,33
120 DATA 75,251,17,52,2
130 DATA 62,255,55,205,86
140 DATA 5,48,241,33,108
160 DATA 117,17,97,253,1
170 DATA 4,0,237,176,195
180 DATA 114,252,128,223,181
190 DATA 209,177,144,141,139
200 DATA 151,206,198,199,200
210 DATA 50,81,226,201
```
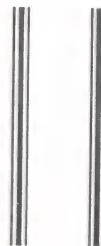
THRUST

One from Matthew Tazzyman:
The following listing give UNLIMITED LIVES - oh, and UNLIMITED FUEL.
```
20 CLEAR 65399: LOAD ""CODE
30 FOR N = 65425 TO 65436: READA: POKE N, A: NEXT N
40 POKE 65428,153
50 POKE 65433,214
60 RANDOMIZE USR 65400
70 DATA 175,50,51,0,62,201,50,119,0,195,0,250
```
Program notes - Line 40 gives Unlimited lives
                 Line 50 gives Unlimited fuel
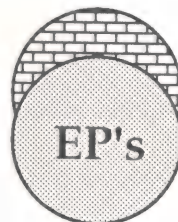
FROST BYTE

A Jon North routine that doesn't lack bite.
```
10 REM Frost Byte by Jon North
20 CLEAR 65535: LET t=0
30 FOR f=65350 TO 65404
40 READ a: POKE f,a
50 LET t=t+(f-65340)*a: NEXT f
60 IF t-251487 THEN STOP
70 RANDOMIZE USR 65350
80 DATA 221,33,76,253,17
90 DATA 247,1,62,255,55
100 DATA 205,86,5,48,241
110 DATA 33,0,0,34,65
120 DATA 254,33,113,255,34
130 DATA 34,255,175,50,151
140 DATA 254,50,227,254,50
150 DATA 9,255,50,75,254
160 DATA 195,48,254,62,100
170 DATA 50,207,142,175,50
180 DATA 12,132,195,148,91
```
for infinite lives and time.

EP's

25

NOTE

We do our very best to check that all the hints we are sent actually work, but it is impossible to check the validity of all the information we receive. If you do have any problems with any of the routines in this book then please write, remembering to enclose an S.A.E., and we will do our best to answer any queries, although we cannot guarantee to always be successful.

Write with your problems to
What Publications Queries Dept. 1338, Ashton Old Road, Higher Openshaw, Manchester M11 1JG.

* * TRIO SPECIAL * *

AIRWOLF II
Donal Hay takes to the skies.
10 CLEAR 60000
20 LOAD""CODE
30 POKE 65224,205:POKE 65225,86: POKE 65226,254
40 FOR F=65110 TO 65117:READA: POKE F,A: NEXT F
50 DATA 62,201,50,228,188,195,0,91
60 RANDOMISE USR 64752
Enter the above for invincibility
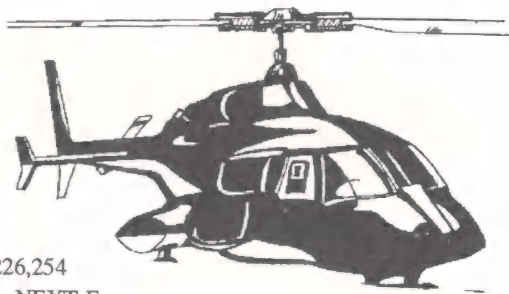
TRIO

3DC
A poke in 3d, now there's originality from Donald Hay
10 CLEAR 60000
20 LOAD""CODE
30 POKE 65201,205: POKE 65202,70: POKE 65203,254
40 FOR F=65094 TO 65109: READA: POKE F,A: NEXT F
50 DATA 62,201,50,250,133,50,244,132
60 DATA 62,0,50,75,105,195,233,255
70 RANDOMIZE USR 64734
Gives infinite oxygen, infinite jumps and the octopus will not bother you.

TRIO

GREAT GURIANOS
10 CLEAR 60000
20 LOAD""CODE
30 POKE 65224,205: POKE 65225,86: POKE 65226,254
40 FOR F=65110 TO 65117: READA: POKE F,A: NEXT F
50 DATA 62,255,50,3,122,195,0,91
60 RANDOMISE USR 64750

27

STAR FOX

Be foxed no longer with Jons help:

```
10 REM Star Fox by Jon North
20 CLEAR 25300 LET t=0
30 FOR f=32766 32850
40 READ a: POKE f,a
50 LET t=t+(f-32758)*a: NEXT f
60 IF t-501844 THEN STOP
70 LOAD ""CODE: RUN USR 32837
80 DATA 50,21,255,122,254
90 DATA 46,192,62,50,50
100 DATA 84,205,33,21,255
110 DATA 34,85,205,62,195
120 DATA 50,58,91,33,32
130 DATA 128,34,59,91,195
140 DATA 0,91,50,107,92
150 DATA 33,49,128,17,204
160 DATA 91,1,11,0,237
170 DATA 176,195,61,91,175
180 DATA 50,36,140,195,31
190 DATA 231,128,223,181,209
200 DATA 177,144,141,139,151
210 DATA 206,198,199,200,62
220 DATA 205,50,84,205,33
230 DATA 0,128,34,85,205
240 DATA 195,0,205
```

Fuel goes down, but game carries on.

NEW

ZYNAPS

One from Donald Hay for this excellent shoot em' up:

```
10 CLEAR 24999
20 LOAD""CODE: LOAD""CODE
30 RANDOMIZE USR 32768: PRINT AT 0,0;
40 LOAD""CODE 25000
50 POKE 45321,24 (Infinite lives)
60 RANDOMIZE USR 32768
```

For invincibility alter LINE 50 to POKE 39760,201
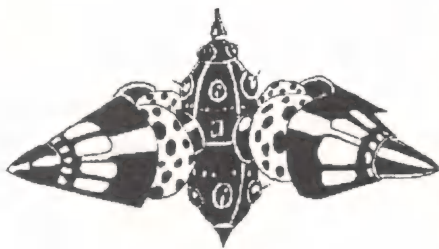
ZENJI

A Donald Hay routine:
Merge header and add following line:

```
27 POKE 37196,0: POKE 38281,0
```

this gives unlimited lives and time.

DR DESTRUCTO

Donald Hay is the Doc.
Merge header and edit line 40
Enter POKE 41763,0: POKE 41778,0 before
PRINT USR 34147
This gives infinite lives and infinite days

28

MISSION JUPITER

Come with us in our space ship with Jon North.

```
10 REM Jupiter by Jon North
20 LOAD ""CODE 23296: BORDER 0
30 FOR f=23319 TO 1e9: READ a
40 IF NOT a THEN GO TO 60
50 POKE f,a: NEXT f
60 LOAD ""SCREEN$
70 RANDOMIZE USR 23309
80 DATA 49,191,93,205,86
90 DATA 5,175
100 DATA 50,205,225: REM thrust
110 DATA 50,52,236: REM lives
120 DATA 50,210,227: REM ammo
130 DATA 195,26,215,0: REM END
```

Delete lines 100, 110, 120 as you wish
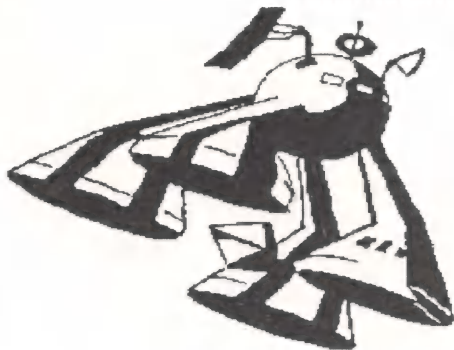
ORIENTAL HERO

Looking for a Hero, here's help from Jon North:

```
10 >REM Oriental by Jon North
20 CLEAR 65535: LET t=0
30 FOR f=65410 TO 65436
40 READ a: POKE f,a
50 LET t=t+(f-65400)*a: NEXT f
60 IF t-72159 THEN STOP
70 MERGE "" RUN USR 65410
80 DATA 205,86,5,221,33
90 DATA 0,64,17,120,191
100 DATA 62,255,55,33,150
110 DATA 255,229,195,86,5
120 DATA 175,50,70,113,195
130 DATA 64,131
```

This routine gives infinite lives

RIVER RAID

Row down the river with help from David Price:

Merge "", then enter the following prior the USR statement.

POKE 24251,0 = Infinite Lives
POKE 28170,0 = Infinite Fuel
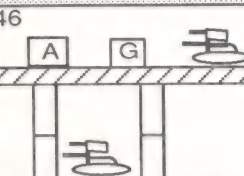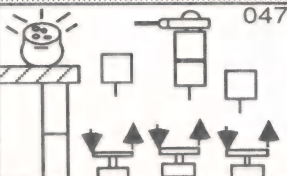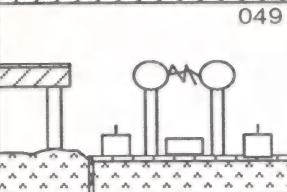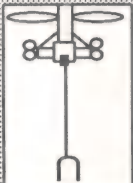
29

Exolon Map 1
000-014
By
A. Harrison and G. Quinn

Exolon Map 2
015-029
By
A. Harrison and G. Quinn

31
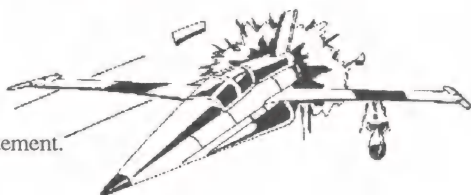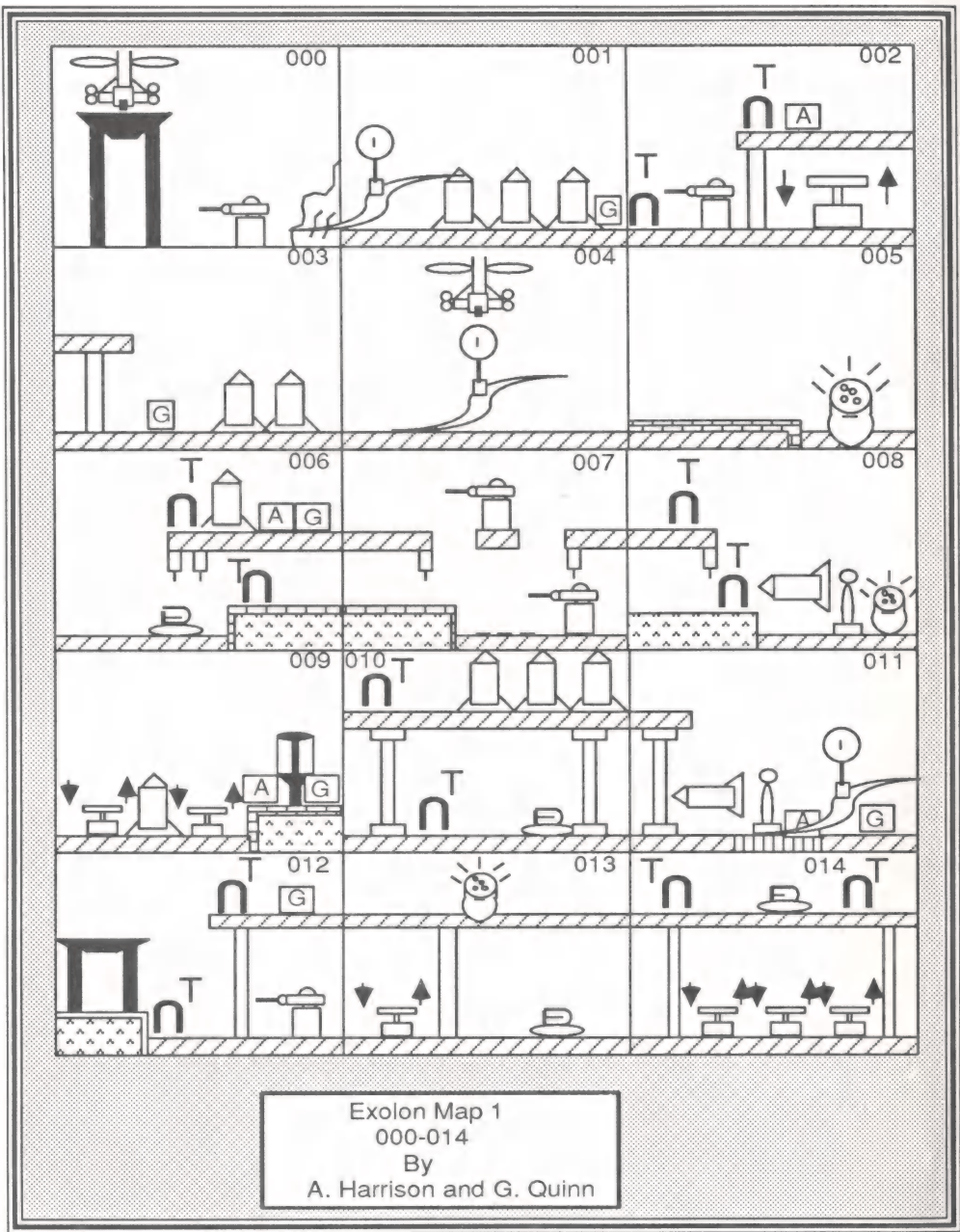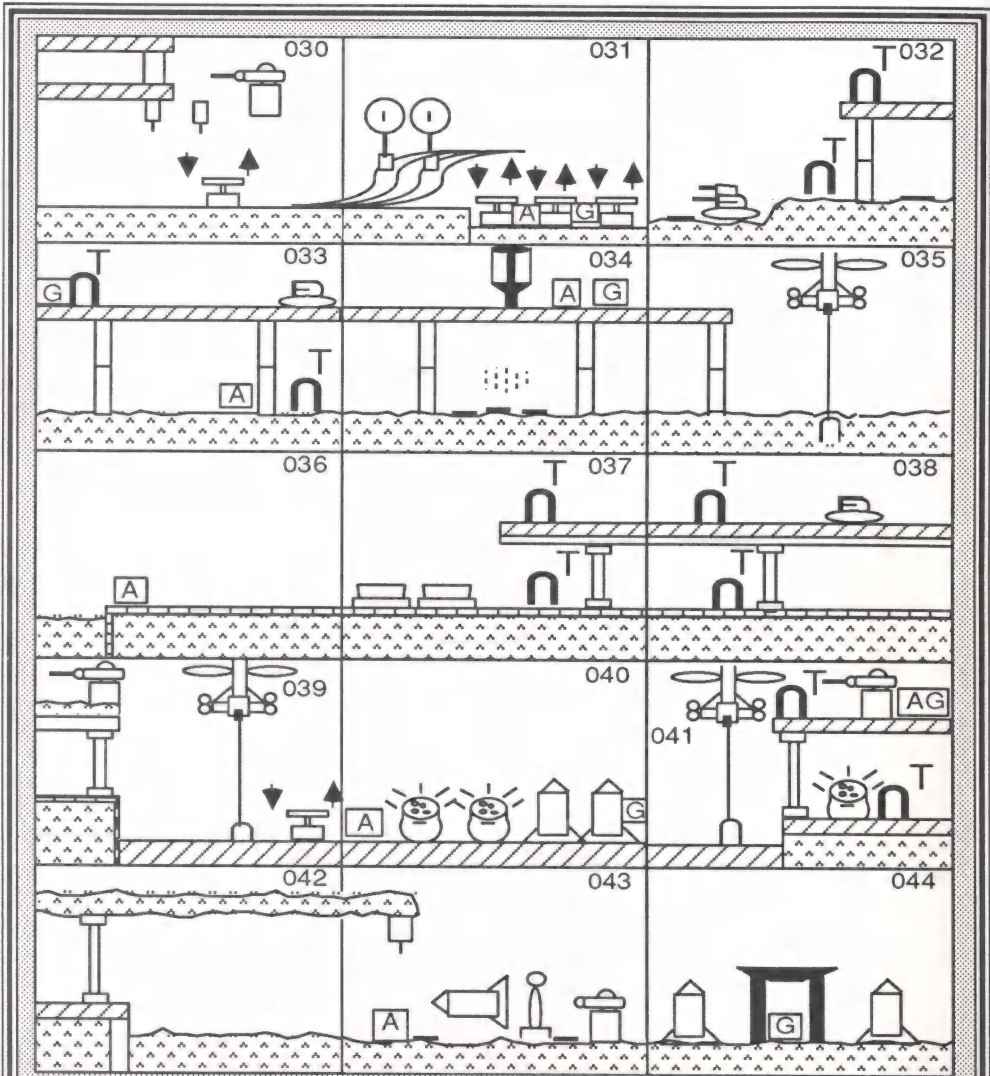
Exolon Map 3
030-044
By
A. Harrison and G. Quinn

045

046

047

048

049

A KEY WITH SOME
USEFUL HINTS

CANNONS ON
TRACKS DON'T
MOVE. SHOOT
BOTH LEVELS

LOCKS MISSILE
ON TO YOU.
DESTROY TOP
TO DESTROY
MISSILE.

MINES

KEY

TELEPORT
(Will only teleport
you to other
teleports on the
same screen)

G   EXTRA
       GRENADES

A   EXTRA
       AMMO

THESE COME
UP AND GO
DOWN INTO
THE GROUND

WHEN YOU
DESTROY
THESE THEY
RELEASE
SMALL EGGS

LASER
WALL
SHOOT
WITH
DOUBLE
GUN

ARMING POD GO IN AND PUSH UP. YOU
WILL HAVE A DOUBLE GUN AND
PROTECTION FROM MINES.

STAND IN MIDDLE
TO GET ON TO NEXT ZONE

Exolon Map 4
045-049
By
A. Harrison and G. Quinn

33
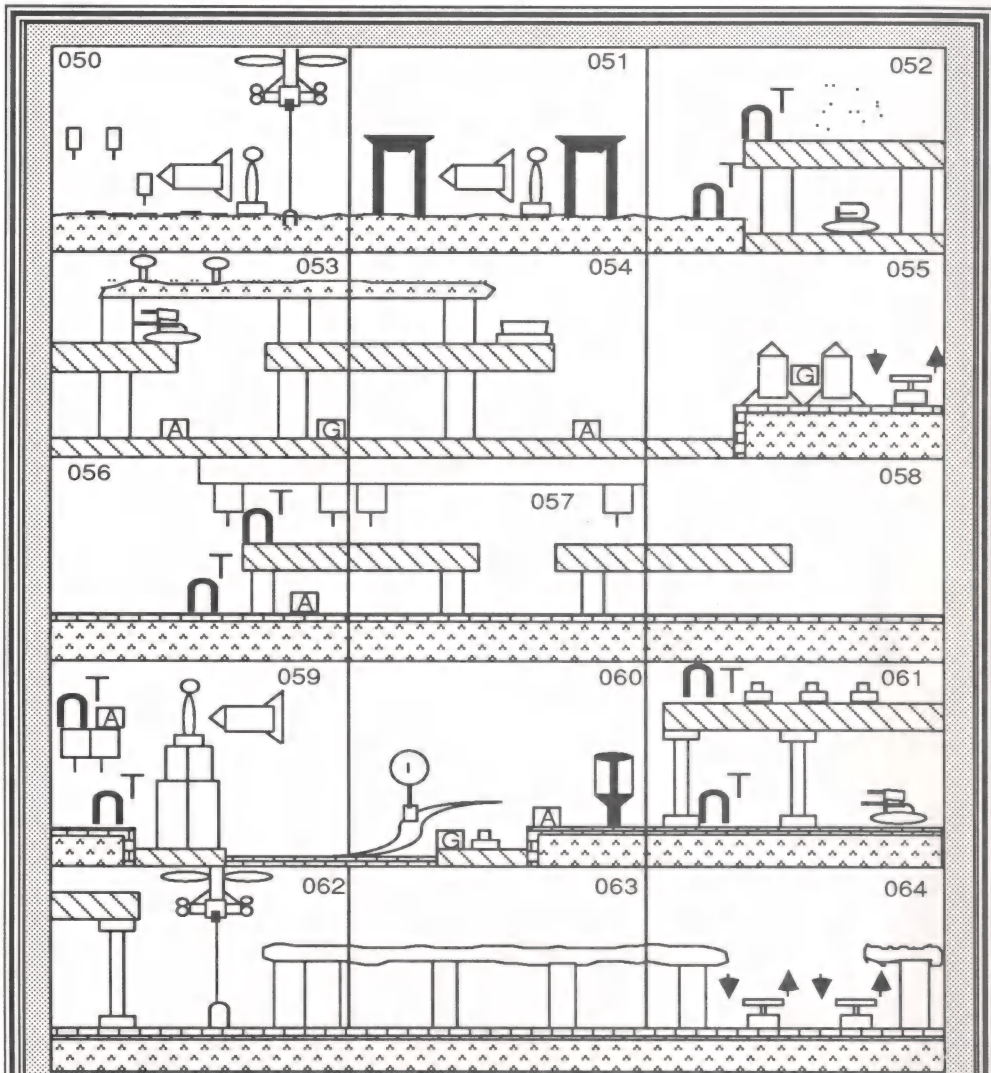
Exolon Map 5
050-064
By
A. Harrison and G. Quinn

34

Exolon Map 6
065-079
By
A. Harrison and G. Quinn
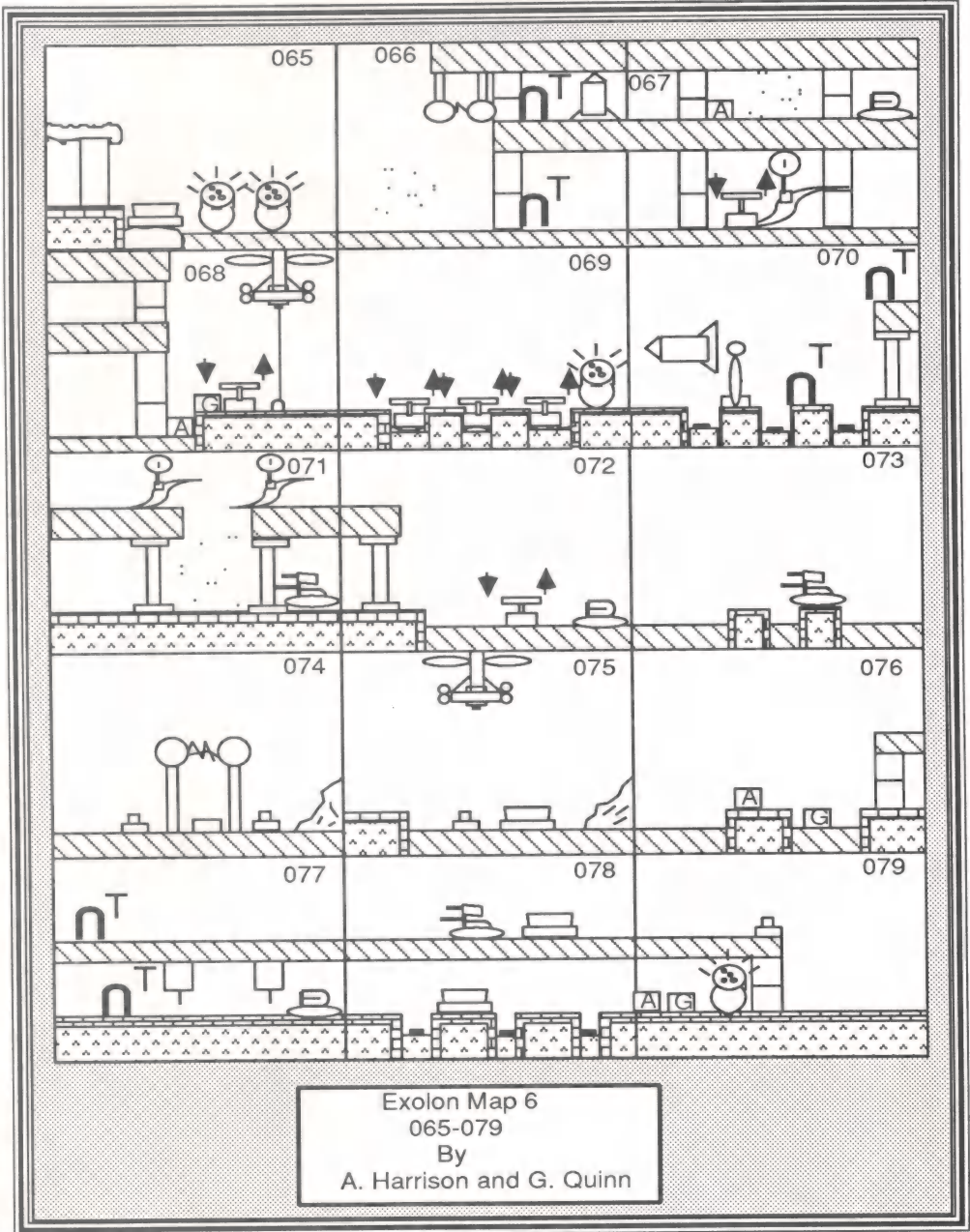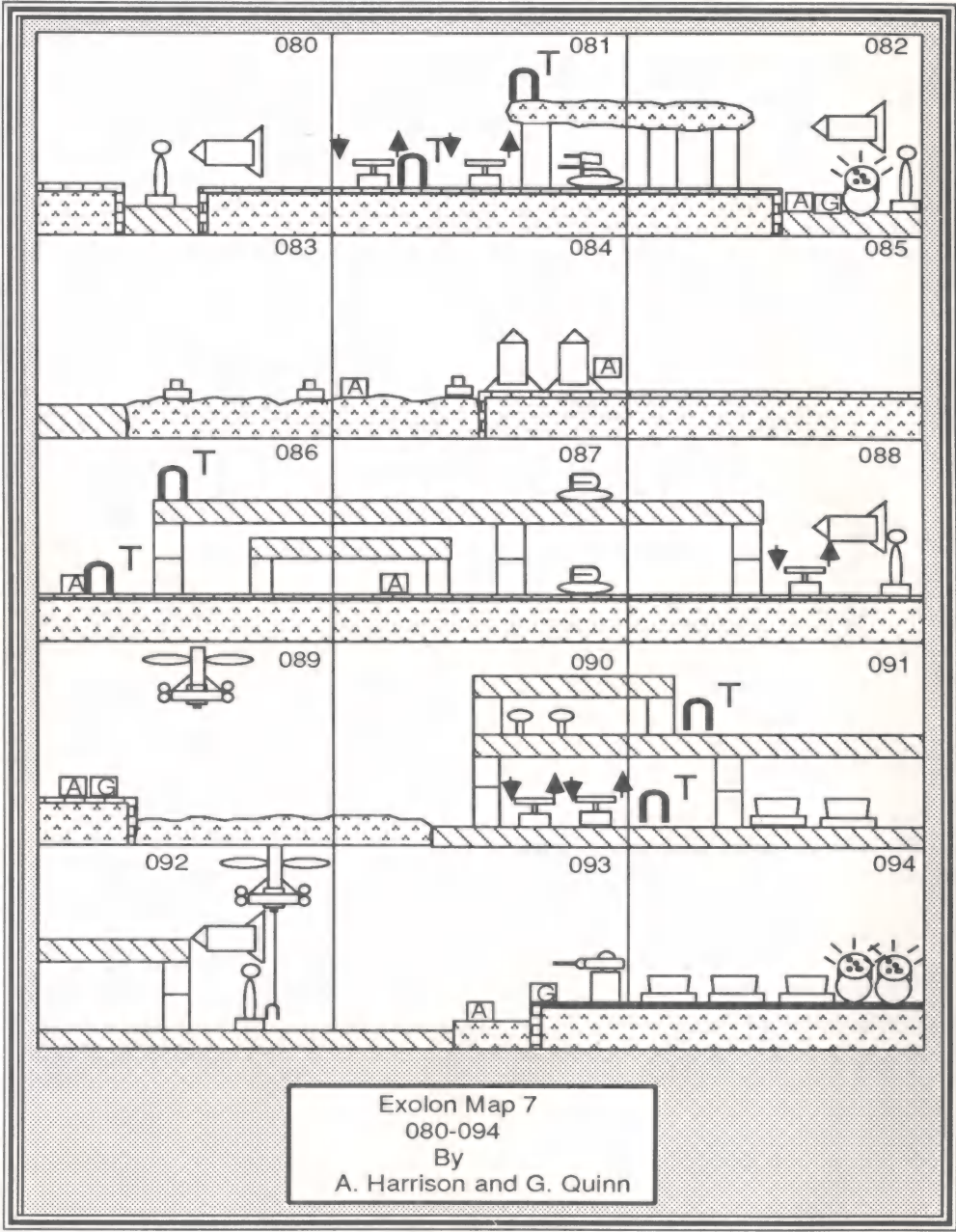
Exolon Map 7
080-094
By
A. Harrison and G. Quinn

Exolon Map 8
095-102
By
A. Harrison and G. Quinn
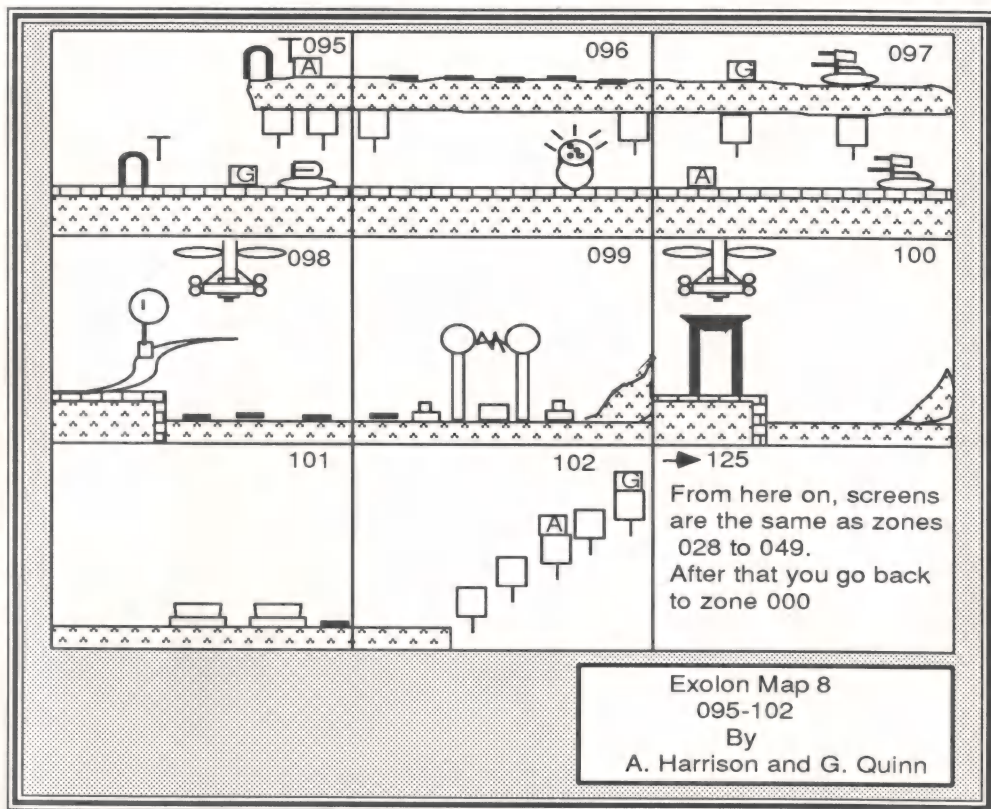
EXOLON

Infinite lives courtesy of Donald Hay:

Enter and run the following then play tape from start.

```
5 CLEAR 24999
10 LOAD""CODE
20 PAUSE 250
30 FOR F=23296 TO 23311: READ A: POKE F,A: NEXT F
40 RANDOMIZE USR 23296
50 DATA 221,33,0,128,17,0,16,62,255,55,205,86,5,195,0,128
60 PAUSE 250
70 FOR F=23296 TO 23316: READ A: POKE F,A: NEXT F
80 RANDOMIZE USR 23296
90 DATA 221,33,96,109,17,160,146,62,255,55
100 DATA 205,86,5,62,0,50,29,157,195,96,109
```

Mr. WEEMS AND THE SHE VAMPIRES
Donald Hay produces a routine with bite:
```
10 CLEAR 25499: LOAD""CODE
20 RANDOMIZE USR 23494: RANDOMIZE USR 23472
30 RANDOMIZE USR 23494: POKE 29194,0
40 RANDOMIZE USR 2550
```
Gets rid of all the nasties.

STREAKER
One for all you nature freaks courtesy of Donald Hay:
Merge header and add following line:
```
55 POKE 50218,0 Infinite lives
```
Streaker hints:
The thieves need the following items:
JASPER the TREASURE CHEST
FAUST the MAGIC BOOT
ABNER the TORCH
CYCLOPS the MONOCLE
GOLEM the TOY ROBOT
LADON the CLAY APPLE

You can then give them other useless items to carry. When a thief is holding five items they cannot steal your clothes.

If you stay in a location after closing time and you are holding the correct item, then another item will appear. When fully dressed, you must go to the Travel Agent where your spacecraft is waiting.

THE TUBE
Jon North goes down the Tube.
```
10 REM The Tube by Jon North
20 CLEAR 38399: LET t=0
30 FOR f=23296 TO 23332
40 READ a: POKE f,a
50 LET t=t+(f-23286)*a: NEXT f
60 IF t-104033 THEN STOP
70 INPUT "Lives? (Y/N)";a$
80 IF a$="n" THEN POKE 23326,0
90 INPUT "Bombs? (Y/N)";a$
100 IF a$="n" THEN POKE 23329,0
110 RANDOMIZE USR 23296
120 DATA 221,33,0,150,17
130 DATA 1,1,62,255,55
140 DATA 205,86,5,48,241
150 DATA 33,27,91,34,36
160 DATA 150,34,63,150,195
170 DATA 0,150,175,50,4
180 DATA 151,50,223,179,195
190 DATA 0,149
```

FLASH GORDON
the map of the jungle

KEY

S = SKELETON
FS = FIGHTING SKELETON
↗ = A SIGN POST
⌣ = A DITCH TO BE JUMPED
☐ = AMMUNITION
⌐ = A FACE
── = A ROAD
─//─ = A GREEN ROAD

No of shots to kill

MAN	1-3
SPIDER	1
FIRE DRAGON	3
BIRD	1
LEOPARD	3
SNAKE	CAN'T KILL
BEESHIVE	1 BUT BEES CANNOT DIE
F.SKELETON	CAN'T KILL
SKELETON	CAN'T KILL

MAN
MAN
MAN
MAN

DRAGON
3 SPIDERS
2 BIRDS
MAN
S
BEES 2 SNAKES

4 SNAKES
FS
2 BIRDS
FS
FS BEES FS
FS
FS
FS
DRAGON

START
MAN
BIRD
MAN

BIRD
2 SPIDERS

EXIT TO LEVEL 2

3 SPIDERS
LEOPARD
DRAGON

39

MUTANTS   NEW

A Playing Guide courtesy of Ashley Cotter-Cairns

The knack to playing MUTANTS is to know (a) where the bits of the destruct mechanism are on a screen and (b) the best weapon to use for that screen. Luckily, I have already done all this for you, so follow these tips:

Area A: It's very useful to have a map here, so I've made one, leaving out the unimportant area. To simplify it, here's 'directions' from 'start'.
UP, RIGHT, UP, RIGHT, RIGHT, DOWN, RIGHT, DOWN, LEFT, UP, RIGHT, UP. You should now be at 'finish'.
Once you get to finish you'll see a pad similar to the one you start on. Go over this and you'll drop any parts that you're holding, and your lives will be replenished.

Area B: Use your shields to make a rough box around the top-left area, thus protecting you from the worst of the attacks, and get the part. Simple.

Area C: Shield is best here because once it's run out you can use the zappers to blast your way back to the centre. Use the shield to border the aliens on the right centre of the screen, after going up, left, down and right. Zap the green balls and part of the aliens vanish for a while, making a gap.

Area D: Easy screen this. Just wait for the 'waves' of balls to vanish and dash down to the left to get the device.

Area E: Rush straight down, shooting rockets, and make your way right. Then go to the top right, and Zap through the 'webs' to get the device. You may find that you don't need to Zap to get it but you'll have to blast back to the middle again.

Area F: Very easy. Go down and right and come back. Drop shields if necessary, but it shouldn't be.

Area G: Another straightforward screen, if you don't rush it. Go down - left and BOX IN THE PULSING SQUARE with shields before you get the device. You'll see why when you get the device!!

Area H: Go up - left then down to avoid the webspinners, then get the device and Zap back to the centre. Easy.

Area I: This is quite easy to get the device, but difficult to get out with it. Go left then up until you can see 'streams' of stars going left. Line up with the stream and Zap constantly, working your way to the centre. Once there, go up and Zap to the right while moving. Get the device then run down the right, Zapping, to escape the now-freed streams.

Area J: An easy one, go down and get the device, then right, up and left to escape. Lay shields whenever necessary.

Area K: Fairly easy if you don't get caught by the balls (pardon the expression!!) At the start you

MUTANTS THE MAP

NEW

NEW

B

X

O

J

C

O X

S

D

O

X   R

E

X

O

R

F

O

S   X

AREA A
CENTRAL COMPLEX
(HOME BASE)

G

O

X   S

H

X O

R

I

X

O

Z

J

O

X S

start | finish

K

X

O

Z

L

X

O

S

M

O

X   S

N

X

O

R
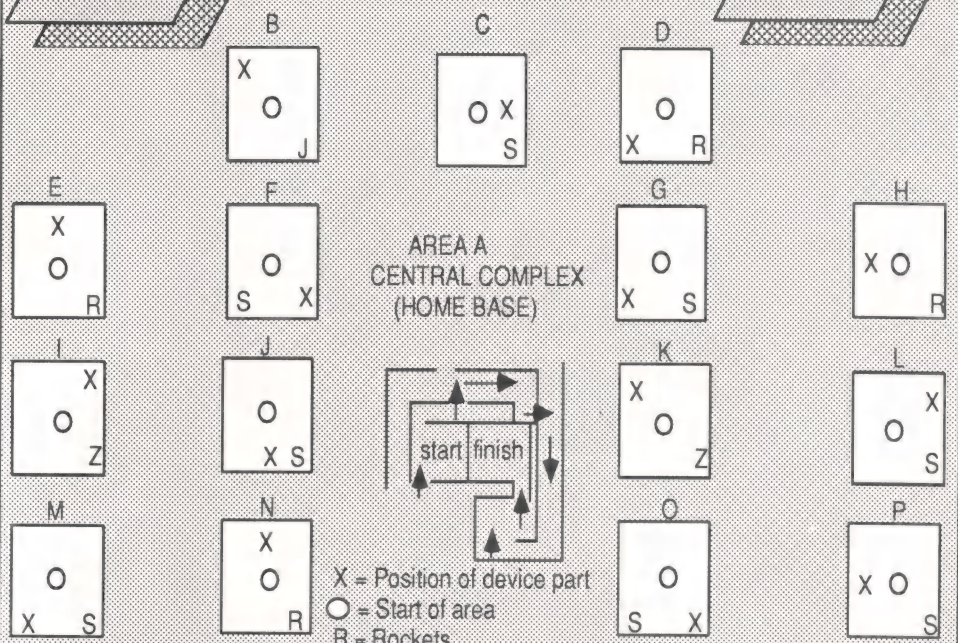
X = Position of device part
O = Start of area
R = Rockets
S = Shields
Z = Zappers recommended

O

O

S   X

P

X O

S

MUTANTS

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

A is the home base, it is here that you
must deposit the self destruct mechanism.

41

MUTANTS

are surrounded by a wall of pulsing aliens. Shoot a hole in it by going to the right and turning around before you hit the wall. Shoot and then go through the hole. Go up - left, get the device then retrace your steps.

Area L: Very easy if you go carefully. Go up to avoid the aliens, then down, right and up. Use the shields if you need to and the device is centre-right.

Area M: The most difficult area for me. Keep at it and you'll probably succeed. Go to the left and run straight down and get the device. Now rush right, dropping shields and you'll probably escape. Don't give up!

Area N: Easy to start on this one but difficult to finish. It's another 'web' type screen. Go right, to the edge then up. Turn left and blast through the web. Watch out for the aliens that try to patch up the web. Once you've got the device, they go mad so be careful! Go straight down when you've got the device, again blasting.

Area 0: Fairly easy, but you can get caught out. Using the shields, try to make a line near the device which protects you from the arrowhead aliens. Then rush in and grab the device. Make a run for it up the screen, dropping shields at intervals to escape.

Area P: Go down, dropping shields, then go left and up to the device. Run up, still dropping shields and you're free. Quite a tough screen if you're not quick.

With these tips, you should be able to complete Mutants. It's not easy, even when you know what to do, but keep at it!

DR. DESTRUCTO

NEW

A Playing guide, courtesy of Ashley Cotter-Cairns.

The problem with Dr. Destructo is that it's so tempting to just fly around in circles shooting wildly and delivering mass carnage to Destructo's forces. This is not advisable after the first two or three levels because the likelyhood is that you'll hit something nasty and die. And shooting a helicopter at close range is NOT advisable unless you're ready to turbo-boost in the opposite direction!

Another problem is the time limit. Unless you're careful, you may find yourself running out of time around screen 18 or 19. Since there's only 21 screens, this can be VERY frustrating.

There are 21 screens and 7 days, so if you do 3 screens per day and night, you'll be ok. If you can do it quicker, don't hang around because some of the later screens take a long time to do.

Screen 1 BANYO: Very easy. Those of you who like doing aerobatics, do it here. You can't die here so there's no excuse. Use the bomb if necessary (it shouldn't be!).

Screen 2 LITHIUM: Again very straightforward. Only a few blue planes to bump you off. Don't get too cocky 'cos you can die! Use the bomb anyway you please, as the screens a cinch.

42

Screen 3 OKEAN: Another simple screen, blue jets are added to the enemies but you shouldn't find it too difficult to do. Drop the bomb onto the right of the boat and concentrate on that part of the boat as it is lower than the rest.

Screen 4 TULLET: The first tricky screen. Lots of blue planes, sattelites and helicopters will annoy you here. Shoot all the helicopters you feel safe about. The left of the screen is the best place to concentrate on.

Screen 5 LAST RESORT: Quite difficult to do this. Yellow bombers and arrows are the biggest dangers to you. The island itself is quite thin and needs few hits to make a hole, but there are only a few things which are easy to make holes with and the screen needs care in playing.

Screen 6 SWORDFISH: This screen is difficult because you have to put four holes in the sub. Otherwise it's straightforward, with a few sattelites and lots of blue jets.

Screen 7 VOYAGER: Quite a difficult screen. Sattelites, plenty of helicopters and a thick ship contribute to make this one a go-carefully screen. Use the bomb towards the left of the ship and concentrate your efforts on this area.

Screen 8 DICTATOR: Very difficult, nothing new, but lots of everything. A very tough ship to kill too.

Screen 9 DOMINION: Quite easy after the hard DICTATOR. Only jets, bombers and helicopters and the ship is very vulnerable at the right.

Screen 10 CLOBBER CASTLE: Incredibly difficult. Try to hit the middle as opposed to the towers. Just about everything turns up here, so watch yourself. Use the bomb wisely!

Screen 11 SAFARI: Fairly easy. Not much variety to the nasties and an easy ship to sink.

Screen 12 ECHO BEACH: Sattelites are a real pain on this screen. The island is quite easy to sink but you'll have to fly VERY carefully.

Screen 13 MAGNOX: Quite an easy screen. No blue planes, but bombers and helicopters put in an appearance. The weakest part of the ship is the left, concentrate attacks here.

Screen 14 COLOSSUS: Don't be put off by the size of this huge ship, it's easy to kill. Lots of blue planes here so go carefully. A new adversary is presented here; spinning flying saucers. Shoot them and they drop down so be careful. Concentrate on the right of the ship.

Screen 15 EUGENE'S LAIR: You only need two hits to kill this one. Another new adversary - tuna fish - put in rare appearances. Lots of blue planes and the odd 'copter.

Screen 16 TUNA: Lots of tuna, lots of green and blues and a few flying saucers. The sub is weak and easy to kill.

Screen 17 PARANOIA: You've got to hit all four statues to win. Nothing can kill you here, but it may take a long time, so time your shots carefully.

Screen 18 PENGUIN: Lots of greens, saucers and helicopters and new aliens, the space shuttles. Very tough ship with no weak points. You only need 2 hits though.

Screen 19 END OF THE WORLD: Quite an easy screen to punch. Keep away from the light house and it's

Screen 20 DESOLATION: No planes, just rockets which go down immediately. Shuttles are a pain here, and use your bomb wisely - it's precious. A fairly straight forward screen really.

Screen 21 THE FINAL CONFLICT: You've only go to make one hole in this one, so concentrate your resources on one point. Flying saucers and shuttles are a pain here, go carefully and watch the time limit!! Good Luck - you'll need it!
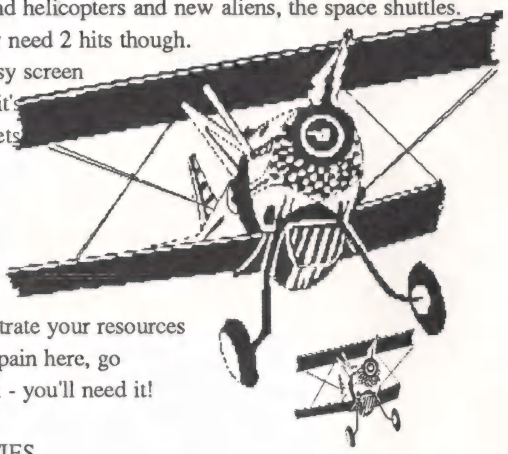
EXPLANATION (and how to deal with) NASTIES

Green Jets/ 1 seaters: These don't kill you, just shoot them. They keep moving when dead, so you'll have to time the landing of their carcasses.

Blue Jets/ 1 seaters: Blue jets kill you if you hit them on the nose, and blue 1-seaters kill you if you touch any part of them.

Green 2 seaters: These, when shot, flash briefly. You can fly through them when they're flashing or before you hit them. Watch it though, because they change into either a blue jet or a 1-seater which could, of course, kill you.

Yellow Bombers: these are nasty. If you fly into them, you die. If you either (a) fly into one of their bombs or (b) fly into the explosion made by one of their bombs, you die. When hit, they go up in the air and come down 'wobbling'. If the dead plane hits you, you die. Avoid!!

Arrows: These are deadly to touch and can't be shot. There are 2 types: type 1 are the most common - and deadly and are shot from helicopters. They sit still and they shoot off forwards the edge of the screen. Type 2 are also dangerous. They travel slowly across the screen and appear on their own. They are dangerous because there are usually more than one of them on the screen at once.

Helicopters: Very similar to bombers, except that they move more eratically, both when alive and when dead, and shoot arrows. Generally more deadly than bombers.

Sattelites: Drop in from the top of the screen and just sit spinning. Once shot, they remain for about 10 seconds before going back up. Deadly to touch when stationary or moving up.

Saucers: Appear from nowhere and bounce up and down. When they first appear, they stay put for

44

Guide To Enemies In Dr Destructo.

Appearance Table

* These are the arrows which appear without helicopters and travel slowly, to avoid confusion they are listed seperately.

	Green 1 Seaters	Green Jets	Blue 1 Seaters	Blue Jets	Green 2 Seaters	Yellow Bombers	Arrows *	Helicopters	Satellites	Saucers	Tuna	Space Shuttles	Rockets
1													
2													
3													
4													
5													
6													
7													
8													
9													
10													
11													
12													
13													
14													
15													
16													
17	P	A	R	A	N	O	I	A	!	!	!	!	!
18													
19													
20													
21													

about 10 seconds, then 'teleport' about the screen. If shot, they fold up into a deadly teardrop which also does damage to the target. If you fly into them or the teardrop, you die. If you don't shoot them, they eventually get bored and fly away.

Tuna: These are both useful and deadly. They behave a bit like arrows, slowly entering the screen and then suddenly burst into speed. When shot, they turn into bombs and go straight down. They kill on contact before being shot but don't kill once they're a bomb.

Space Shuttles: These are real buggers, so it's a good job that they're confined to the last four screens. They fly more pratically than helicopters, releasing a new type of sattelite which wanders all over the screen. Both kill on contact. When you shoot a shuttle, it careers diagonally down the screen, taking you with it if you're not careful. Their sattelites can't be shot.

Rockets: Very easy to kill and they don't harm you. Good job too, 'cos the last 2 screens are infested with them. When shot, they go down like yellow bombers.

Paranoia!: These images of you go down straight. A tip here is to fly up in line with the statues and they go down onto the statues. These ships can't kill you, so don't worry about flying through them.

TIPS FOR 2-PLAYER GAMES

In the two-player game, you've got to be ruthless. It's called 'team play', but it's a real competition with your partner for supremacy. There are plenty of nasty tricks with which to catch out your opponent and, after hours of constant play with a totally vile and mercilers individual, I have captured a few of the nastier hints for you to use.

As the competition is over points, grabbing as many as possible is important. Make good use of your turbo and try to cover as much of the screen as possible with your bullets. However, you might just find yourself up against a better player. In a case like this, you'll have to resort to low tricks.

'The Lure' If you're against a player who tries to beat you to everything, purposely fly towards deadly targets like blue planes, saucers or sattelites. With any luck he'll follow. Just remember to move at the last moment!

'Helitrapper' Try to shoot a 'copter as it flies underneath your opponent - Zap! Also works with bombers.

'Green Genoide' Shoot a green 2-seater as it travels towards the other player. With luck, it'll be blue when it hits him.

'Head Start' For use when the opponent dies. If you've got a score advantage, try your hardest to destroy the target before he gets back so he can't catch up. The most difficult of the schemes to pull off.

KICKBOXING

You'll get a real kick out of this Jon North routine for Bonus and Endurance.

```
10 REM Kickboxing by Jon North.
20 CLEAR LET t=0
30 FOR f=32768 TO 32856
40 READ a: POKE f,a
50 LET t=t+(f-32758)*a: NEXT f
60 IF t-589514 THEN STOP
70 LOAD ""CODE RUN USR 32840
80 DATA 50 21,255,122,254
90 DATA 46,192,62,50,50
100 DATA 84,205,33,21,255
110 DATA 84,85,205,62,195
120 DATA 50,58,91,33,32
130 DATA 128,34,59,91,195
140 DATA 0,91,50,107,92
150 DATA 33,49,128,17,196
160 DATA 91,1,11,0,237
170 DATA 176,195,61,91,175
180 DATA 50,196,217,50,165
190 DATA 221,195,9,217,128
200 DATA 223,181,209,177,144
210 DATA 141,139,151,206,198
220 DATA 199,200,49,224,96
230 DATA 62,205,50,84,205
240 DATA 33,0,128,34,85
250 DATA 205,195,0,205
```

NEW

ROAD RUNNER

Cheats for you Road Runner fans from Jon North.

When on the menu (as soon as the game loads), press any of these SIMULTANEOUSLY for the effect. A message will scroll across to tell you that the cheats(s) is in. JUSTEING gives infinite lives. LSIXTE shows you the end effect. JACQUI is just a message.

SATCOM

Solution from Roger Pashby as played on a Spectrum.

1) Ring Global Atmospherics U.K. on 515-626160.

2) Access the software and general pages several times until the telephone list becomes available. Break the code.

3) Ring C.E.L and break the code. Answer questions YES then NO to get the code for N.A.S.A. (NB "Our usual quirk" means you must REVERSE the digits).

4) Ring N.A.S.A. and enter codes, make a note of the three satellites you are offered to examine.

5) Ring T.T.L. and break the code. This gives access to work done on satellites recently, and compare the list with the one gained from N.A.S.A. and the one which should be your target has "Extra equipment fitted". Remember it's SAT number.

6) Ring LION and break the code. This gives the Utility Codes you will need to destroy the rogue satellite. Write them down.

7) Ring N.A.S.A. and select the satellite you wish to destroy. Using the information gained from LION, select the A.D. (autodestruct) countdown option and break the communications code, then the buffer lock code and finally the auto destruct code.

8) The colours must be shuffled to rearrange the destruct code and this is done using keys 1-4.

9) If you are successful the small picture of the satellite explodes and you are greeted with a one line message: "MISSION COMPLETED - WELL DONE!" Oh well, nice and simple anyway.

BLACK MAGIC

Scott Moore magic. Experience points needed to be gained to advance to higher magic classes. These are:

Apprentice - the starting class. The Blink and Vanish spells can be used on this level

NEW

Wizard - the second class, and now the spells Chill and Trap are added.

Sorcerer - on this, the third class the Fire and Conjure spells can be used.

Necromancer - the highest class and now the spells Fear and Bolt are added. Spells available are:

Blink - transports you to another spot which is usually to the left of where the spell was cast.

Vanish - makes you invisible, but during you can't shoot, pick up objects or cast any spells.

Chill - freezes water and all nasties apart from the spitting plant.

Trap - makes a trap appear between you and the enemy.

Fire - burns the area, killing all demons (also thaws out a Chill spell)

Conjure - there are three options. Once cast, you can choose heal (giving 1 health point), food (makes a food item appear) or arrows (makes a box of arrows appear).

Fear - makes the demons afraid of you, and so they keep their distance.

Bolt - lets you shoot through walls.

SLAP FLIGHT

A slap in the face, with thanks to Scott Moore. The items available are:

Speed - should be got first as they increase manoeuvrability. Five speed incons are needed to gain maximum velocity.

Shot - gives you normal fire power (if you'd previously had bombs, lasers, homing missiles etc).

Side - gives lasers on the side of your ship.

Wing - makes your ship larger, and enhances its firing. Three wing icons can be gained.

Bomb - using this, explosions can be caused in front of your ship.

Laser - makes an invisible shot come in front of your ship.

Homing Missiles - gives you multi-directional fire which homes in on your enemy.

Shield - gives you a temporary shield which diminishes as the enemy hits you.

Be careful when getting the wing icon as it increases the area of your ship, making you more vulnerable to enemy fire.

ZYNAPS

Scott Moore help. The five weapons available are:

Speedup - obviously speeds up the ship and makes it more manoeuvrable, four speedups can be obtained to get maximum speed.

Firepower - gives wing lasers to make easy work of the enemy. These also have four different power settings.

Bombs - Activates two bomb throwers which attack the bases on the ground.

Homing Missiles - when locked on target, they will destroy nearly all alien craft.

Seekers - can lock on and destroy any target.

Fuel needs to be collected to attain the weapons. To activate the weapon, collect the required amount of fuel then hold down the fire button until the ship changes to a flashing grey and collect the next fuel pod while pressing fire.

48

A B C D

A C D

B H H

H H H H H

H H H

S H

P E

E

SK G

F

P

G

GREYFELL
The legend
The Map

P F

Key

S = START
■ = DOOR
H = HUT
SK = SKULL CAVE ENTRANCE
P = PITS

MULTIFACE POKES

BRAINSTORM - BUBBLE BUS
POKE 30121,0 - Infinite Lives

STRIKE FORCE, S.A.S., MIKRO-GEN
POKE 32439,0 - Infinite Lives
POKE 41270,0 - Infinite Time and Bonus
POKE 35579,201 - Infinite Ammo and Grenades
POKE 32276,182 - No Enemy Fire

SPLIT PERSONALITIES, DOMARK
POKE 54399,12 - Infinite Lives: Remember
this poke works for Splitting Images as well.

GALLETRON, BULLDOG
POKE 53213,0 - Infinite Lives
POKE 48648,12 POKE 48687,12 - Extra Fuel
POKE 48820,12 POKE 48845,12 - Extra Ammo

KINETIC, FIREBIRD
POKE 61998,0 - Infinite Lives
POKE 55026,0 POKE 55027,0 - Infinite Power

THING BOUNCES BACK, GREMLIN
POKE 45255,0 - Infinite Lives

SLAP FIGHT, IMAGINE
POKE 48873,0 - Infinite Lives: Remember both players must be poked at start.

VECTRON 3D - FIREBIRD
POKE 49640,34, POKE 49644,34
for Infinite Energy.

FALCON, VIRGIN
POKE 46353,0 - Infinite Time
POKE 46169,0 POKE 46170,0 - Infinite Stanima,
Power of Will and Thinkstrik
POKE 46024,182 - Infinite Stamina ONLY
POKE 37375,201 - No Nasties

BUBBLER, ULTIMATE
POKE 57514,12 - Infinite Lives
POKE 52533,0 - Infinite Time

METRO, CROSS, U.S. GOLD
POKE 44490,12 - Stops Clock

SHOCKWAY RIDER, FTL
POKE 46119,12, Infinite Lives
POKE 57334,12 - Slows Down Clock

MOONLIGHT MADNESS, BUBBLE BUS
POKE 57145,12 - Infinite Lives

LIVINGSTONE, I PRESUME , ALLIGATA
POKE 24391,0 - Infinite Lives

MULTIFACE POKES

NONTERRAQUEOUS
POKE 25840,255 = Lots of energy
POKE 26607,0 then
POKE 26679,0 then
POKE 26636,0 = no meanies

DOWN TO EARTH - FIREBIRD
POKE 40141,0 - Infinite lives
POKE 40110,N - N = No. of lives 1 - 128 maximum

FLASH GORDON - MASTERTRONIC
POKE 58401,201 - Infinite time
POKE 49123,0 - Infinite bullets

WOLFAN - BULLDOG
POKE 25862,0 - Infinite lives

PARABOLA - FIREBIRD
POKE 38303,0 - Infinite lives

MAG MAX - IMAGINE
POKE 58472,12 - Infinite lives

PULSATOR - MARTECH
POKE 35731,12 - Infinite lives
POKE 35769,201 - Infinite energy
POKE 35252,201 - No enemy pulsators

DONKEY KONG - OCEAN
POKE 40224,201 POKE 43183,0 - enables you to
walk through the first screen with no nasties and
stop bonus decreasing on all screens.

BALL CRAZY - MASTERTRONIC
POKE 31085,0 - Infinite bullets
POKE 32995,0 - Invincibility : REM only use one of these pokes. If you chose to use the invincible
one, then don't press fire when you're playing or you'll die.

XEN - CREATIVE SPARKS
POKE 34814,12 - Infinite lives
POKE 32779,N - N = No. of lives 1 - 255 max.
POKE 34385,255 - Invincibility
POKE 34020,255 - No nasties

VOIDRUNNER - MASTERTRONIC
POKE 39935,0 - Infinite lives

TUJAD - ARIOLASOFT
POKE 27212,12 - Infinite lives
POKE 31420,0 - Infinite energy
POKE 32932,0 - Gets rid of 'instant death' sprites

BATMAN
POKE 36798,0 = Infinite lives

I BALL - FIREBIRD
POKE 49165,0 - Infinite lives/time

SUPER G-MAN - CODE MASTERS
POKE 32306,0 - Infinite Lives

GREYFELL - STARLIGHT
POKE 57318,0 - Infinite lives
POKE 55470,0 - Infinite zap
POKE 58607,0 - Disables witches -
                no energy loss when you touch them

MARIO BROS. - OCEAN
POKE 44079,0 - Infinite lives :
REM use this poke at start of game.

ARMY MOVES - DINAMIC
POKE 53324,255 - 202 lives REM use all five
lives up, then when you re-start you'll have 202.

ARKANOID

Break out of this one with Jon North:
```
10 REM Arkanoid by Jon North
20 CLEAR 65533: LET t=0
30 FOR f=23296 TO 23429
40 READ a: POKE f,a
50 LET t=t+(f-23286)*a: NEXT f
60 IF t-1390570 THEN STOP
70 RANDOMIZE USR 23296
1000 DATA 221,33,203,92,17
1010 DATA 234,6,62,255,55
1020 DATA 205,86,5,48,241
1030 DATA 62,224,50,8,95
1040 DATA 62,246,50,11,95
1050 DATA 49,252,255,14,112
1060 DATA 33,9,98,229,33
1070 DATA 252,94,17,192,99
1080 DATA 217,1,224,184,217
1090 DATA 118,201,33,209,252
1100 DATA 1,76,0,17,209
1110 DATA 64,122,237,176,50
1120 DATA 246,64,50,234,64
1130 DATA 50,238,64,50,10
1140 DATA 65,62,201,18,62
1150 DATA 252,50,174,252,62
1160 DATA 209,50,177,252,205
1170 DATA 209,64,33,111,91
1180 DATA 17,78,252,1,8
1190 DATA 0,237,176,175,50
1200 DATA 161,255,33,78,252
1210 DATA 34,123,255,195,55
1220 DATA 255,175,50,166,131
1230 DATA 195,0,128,128,223
1240 DATA 181,209,177,144,141
1250 DATA 139,151,206,198,199
1260 DATA 200,195,142,254
```
Gives lives

HEAD OVER HEELS

A Jon North routine:
```
10 REM H Over H by Jon North
20 CLEAR 65533: LET t=0
30 FOR f=23296 TO 23429
40 READ a: POKE f,a
50 LET t=t+(f-23286)*a: NEXT f
60 IF t-1384605 THEN STOP
70 RANDOMIZE USR 23296
1000 DATA 221,33,203,92,17
1010 DATA 234,6,62,255,55
1020 DATA 205,86,5,48,241
1030 DATA 62,224,50,8,95
1040 DATA 62,246,50,11,95
1050 DATA 49,252,255,14,112
1060 DATA 33,19,98,229,33
1070 DATA 252,94,17,192,99
1080 DATA 217,1,224,184,217
1090 DATA 118,201,33,209,252
1100 DATA 1,76,0,17,209
1110 DATA 64,122,237,176,50
1120 DATA 246,64,50,234,64
1130 DATA 50,238,64,50,10
1140 DATA 65,62,201,18,62
1150 DATA 252,50,174,252,62
1160 DATA 209,50,177,252,205
1170 DATA 209,64,33,111,91
1180 DATA 17,69,252,1,8
1190 DATA 0,237,176,33,69
1200 DATA 252,34,123,255,175
1210 DATA 50,166,255,195,55
1220 DATA 255,175,50,211,164
1230 DATA 195,48,112,128,223
1240 DATA 181,209,177,144,141
1250 DATA 139,151,206,198,199
1260 DATA 200,195,5,254
```
Gives lives.

TERRA CRESTA

No more Terra Cresta thanks to Jon North.

```
10 REM Terra C. by Jon North
20 CLEAR 65533: LET t=0
30 FOR f=23296 TO 23445
40 READ a: POKE f,a
50 LET t=t+(f-23286)*a: NEXT f
60 IF t-1740625 THEN STOP
70 RANDOMIZE USR 23296
1000 DATA 221,33,203,92,17
1010 DATA 234,6,62,255,55
1020 DATA 205,86,5,48,241
1030 DATA 62,224,50,8,95
1040 DATA 62,246,50,11,95
1050 DATA 49,252,255,14,112
1060 DATA 33,40,98,229,33
1070 DATA 252,94,17,192,99
1080 DATA 217,1,224,184,217
1090 DATA 118,201,33,145,252
1100 DATA 1,76,0,17,145
1110 DATA 64,122,237,176,50
1120 DATA 182,64,50,170,64
1130 DATA 50,174,64,50,202
1140 DATA 64,62,201,18,62
1150 DATA 252,50,110,252,62
1160 DATA 145,50,113,252,205
1170 DATA 145,64,33,112,91
1180 DATA 17,100,252,1,25
1190 DATA 0,237,176,33,100
1200 DATA 252,34,64,255,62
1210 DATA 25,50,70,255,195
1220 DATA 243,254,33,23,252
1230 DATA 17,255,255,1,0
1240 DATA 153,237,184,49,254
1250 DATA 102,251,175,50,166
1260 DATA 147,195,164,181,128
1270 DATA 223,181,209,177,144
1280 DATA 141,139,151,206,198
1290 DATA 199,200,195,231,254
```

Gives lives.

TOP GUN

Jon North's tops with this one:

```
10 REM Top Gun by Jon North
20 CLEAR 65533: LET t=0
30 FOR f=23296 TO 23425
40 READ a: POKE f,a
50 LET t=t+(f-23286)*a: NEXT f
60 IF t-1292366 THEN STOP
70 RANDOMIZE USR 23296
1000 DATA 221,33,203,92,17
1010 DATA 234,6,62,255,55
1020 DATA 205,86,5,48,241
1030 DATA 62,224,50,8,95
1040 DATA 62,246,50,11,95
1050 DATA 49,252,255,14,112
1060 DATA 33,8,98,229,33
1070 DATA 252,94,17,192,99
1080 DATA 217,1,224,184,217
1090 DATA 118,201,33,145,252
1100 DATA 1,76,0,17,145
1110 DATA 64,122,237,176,50
1120 DATA 182,64,50,170,64
1130 DATA 50,174,64,50,202
1140 DATA 64,62,201,18,62
1150 DATA 252,50,110,252,62
1160 DATA 145,50,113,252,205
1170 DATA 145,64,33,107,91
1180 DATA 17,78,252,1,8
1190 DATA 0,237,176,33,78
1200 DATA 252,34,66,255,195
1210 DATA 243,254,175,50,92
1220 DATA 103,195,168,97,128
1230 DATA 223,161,209,177,144
1240 DATA 141,139,151,205,198
1250 DATA 199,200,195,163,255
```

Option of lives

53

****

REWARD OFFERED

WE WANT YOUR HINTS, POKES, AND MAPS.

£20 WORTH OF GAME SOFTWARE OF YOUR OWN CHOICE

TO THE CONTRIBUTOR OF THE BEST COLLECTION OF GAME
PLAYING HELP RECEIVED EVERY MONTH.

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SOFTWARE VOUCHERS TO THE BEST RUNNERS UP

PLEASE FOLLOW THESE SIMPLE RULES:
1. Write neatly or if possible type your contribution, and state for which
machine they have been produced. **NB. All items sent must be your
own work and not copied from anywhere else.**
2. Ensure maps are as clear and precise as possible.
3. Ensure that all your work is correct **ie. that pokes work!**
4. If you wish your work back, please send stamped addressed envelope.

CLASSIC CHEATS

Some Classic cheats from Matthew Kaven:

SPY HUNTER

Move the car on to the far side of the road until you can drive smoothly along the edge of the screen. Your score will continue to rise. Note: Do not go too far off the screen as you will crash. Note: Watch out for the helicopter and the Mafia car.

GHOST BUSTERS

When you are asked to enter your name, type 'G' (return).
When asked have you an account number, type YES (return)
For your account number enter the word 'GHOST'.
You now have £500,000 in your account.

KUNG FU MASTER

When on the first level of play, press (shift) & 'G' and the player now has a gun. Note: This will only work on the first level.

ZAXXON

When on the title screen type in the word RED, this will appear at the top of the screen. This will allow you to fly through walls and you can't die.

FIST II

When you are moving and the screen is scrolling, press (restore) until your man freezes. If you do it correctly, he will continue to move without moving his body. He can now walk over water and pits.

BEACH HEAD & RAID OVER MOSCOW

When the game loads, leave it on the demo screen and wait. The computer will flick through the different stages showing each one. When the computer reaches the screen you want to play, move the joystick and you will gain control.

PLEXAR

255 Lives courtesy of Donald Hay:
```
10 LOAD""CODE
20 POKE 37329,205: POKE 37330,247: POKE 37331,145
30 FOR F=37367 TO 37374: READA: POKE F,A: NEXT F
40 RANDOMIZE USR 37263
50 DATA 62,255,50,211,193,195,136,144
```

DIZZY

For Immunity from Dizziness, here's a Donald Hay effort:
```
10 LOAD""CODE
20 FOR F=23352 TO 23359: READA: POKE F,A: NEXT F
30 RANDOMIZE USR 23296
40 DATA 62,0,50,200,211,195,182,92
```
Pressing P will pause the game
Pressing T, B and SPACE will abort the game.
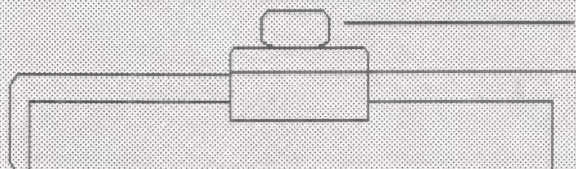
55
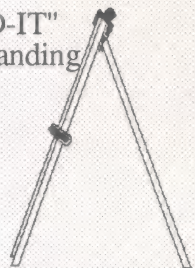
Video World

Introduced by Andrew Harrison

Welcome back to my little item of the Handbook, I'm Andrew Harrison, and it is my fortunate task to introduce the video section of the handbook. This month, I feel cheerful so I'll review some soon to be released comedies, kicking off with probably the best known.

TITLE: Crocodile Dundee
RELEASED BY: CBS/FOX
RUNNING TIME: 98 mins
CERT: 15
RELEASE DATE: 24th September1987
TYPE: Comedy
RATING: 91%

New York reporter Sue Charlton hears of the exploits of Mick Dundee who has supposedly escaped from the jaws of a crocodile. She seeks him out for an interview and is taken to the outback by Mick for the truth behind the escape. She then decides to take him back to New York with her to survive a totally different hostile environment.
Well here it is, onto the video scene after only eight months from its first release into London's cinemas.
Paul Hogan's first major movie, and what a cracker it is. He takes it all in his stride following the heroic charm of Mel Gibson and Harrison Ford. The film is consistantly funny, with Paul Hogan doing much of the laughter-making, he also wins the hearts of

the New Yorkers with his primitive charm. It's no wonder that Sue Charlton falls in love with him, even though she is engaged to a rich wimp; compared to Mr Dundee he is nothing. Croc also shows us that he can survive any neighbour especially with his particularly large dagger and he gets his point across when a guy tries to rob him and Miss Charlton with a small flick knife. "That's not a knife", remarks Mr Dundee "this is", and goes on to show the robber his idea of a knife.
The film is beautifully shot, capturing the beauty of Australia's outback and also the streets of New York. Despite some problems Croc overcomes all obstacles.
This is one of Australia's best movies following and becoming greater than the very successful "Mad Max" movies. It should be a sure-fire hit on video and between it, Aliens and Top Gun (released later this year) I wonder which will pull in the most money.

57

TITLE: Ferris Buellers Day Off
RELEASED BY: CIC Video
RUNNING TIME: 103 mins
CERT: 15
RELEASE DATE: 11th September 1987
TYPE: Comedy
RATING: 96%

High school student Ferris Bueller decided to take a day off school, he convinces his parents that he's ill, gets his girlfriend out of school and talks his friend Cameron into taking his father's beloved red Ferrari out on the town in Chicago. But Ferris' headmaster Ed Rooney thinks something funny is going on......

John Hugdes shows us once again that he knows just what makes teenagers tick. "Ferris Buellers Day Off" starring Matthew Broderick (of Wargames and Ladyhawke) is by far his best movie yet. As director Hugdes keeps the happy tale of Ferris Bueller's rebellion against authority moving at a very fast pace. He creates a smart, sassy and totally lovable character whose invention and guile no adult can hope to match. Ferris is a role model for any young person with a glint of anarchy.

The film is brilliant and Ferris thinks of the most ingenious ways to avoid authority. He also gets into some of the funniest predicaments, especially at the end of the movie when Ferris is trying to get back home before his parents do; them in cars, and Ferris running!

The supporting actors are equally well defined, Alan Ruck has fun with his role as Bueller's friend who reluctantly joins in on the day off in his father's Ferrari. Mia Sara (also seen in 'Legend' with Tom Cruise) is charming as Bueller's girlfriend.

Every hero needs a would be baddie and Jeffrey Jones plays the sneaky high school principal determined to bring Ferris to book. Anyway, watch this film, you won't regret it. If you wish to watch some more of the John Hugdes films here's a list.

THE BREAKFAST CLUB (CIC VIDEO), WEIRD SCIENCE (CIC VIDEO), SIXTEEN CANDLES (CIC VIDEO),PRETTY IN PINK (CIC VIDEO), SOME KIND OF WONDER -FUL (1987 CINEMA RELEASE), SHE'S HAVING A BABY (1987 CINEMA RELEASE).

TITLE: Legal Eagles
RELEASED BY: CIC Video
RUNNING TIME: 156 mins
CERT: PG
RELEASE DATE: 25th September
TYPE: Comedy/Thriller
RATING: 80%

Redford has a tailor made role as the Assistant District Attorney who takes the prosecution of Darryl Hannah, who was caught trying to steal one of her dead artist father's paintings. Redford is then fired when he's caught in the sack with Miss Hannah. "When we service the community, we do it with our pants on." His boss informs him.

The story starts to get more complex when Redford joins forces with fellow attorney Winger to solve the case which has turned out to be an affair involving fraud, arson and murder.

58

Redford is very good in this role, the best since Brubaker and he works well with Winger. Miss Hannah plays her character well and Brian Dennehy (who must have something in his contract saying that he must be in every movie going) plays Cavanaugh. Terence Sharp makes the most of his role as a crooked art dealer.

The screen play is good and it contains some witty lines and a classic scene which cuts between Redford and Winger, both unable to sleep, with a brilliant comic effect. He tap dances, eats and sings while she eats and watches the television.

All credit to director Ivan Retman who moves away from all the special effects of 'Ghostbusters' to a simple comedy thriller.

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Movie And Video News

Warner Home Video will be seeing us through to the end of this year and into the next with some blockbuster movies.

In November we will see 'Little Shop of Horrors" and 'Mannequin', 'Police Academy 4' in December, 'Superman 4' in January and 'The Living Daylights' in February.

Others from Warner due out later on in '88 include 'Lethal Weapon' and Stanley Kubrick's 'Full Metal Jacket'.

Rank Video signed up its third major deal with Orion Pictures for the release rights of 'Robocop', which is currently No 1 in the US cinema circuit, grossing $18.6 million in the

first 10 days.

"A Certain Sacrifice", Madonna's so called blue movie was released in July and when I watched (purely in the interests of journalism you understand) I found out that it was neither true nor blue. The film was originally made 8mm in 1980 and has a very poor picture on video after being transferred from 8mm. The film lasts for about an hour and is total garbage.

I don't know why Madonna wished to ban it, (apart from the obvious resultant publicity) as you only see glimpses of her bare breasts. There was a rape scene in it but it must have been cut out. Madonna walks into the room, a man grabs her then the next thing you see is Madonna coming out of the room ,cut. Don't waste your money on it, it's like all her other movies - rubbish!

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Well that's all for this month's issue, I,m off to look at a few more of my favourite videos but still i'll be back next issue with some more reviews and news items. If you want to see something extra in my column why not drop me a line c/o What Publications and the powers that be will hopefully allow me to include it in a future Video World column

ADVENTURE WITH INSPECTOR RUM

Well friends, here we are with the second adventure offering already. No mail to answer through this column yet, but then at the time of preparing this issues article, you won't have seen the previous one yet!! This is a point to bear in mind when asking for help. I you want a quicker, personal reply then please enclose an S.A.E. with your questions. For an instant reply (Saturday and Sunday only) give 'The Phoenix" a bell between 6pm and midnight on 0785 42660

I did think of reviewing some of the new adventures, but a s this publication is mainly for the 'Arcade' type of computer game, and they've only give me a couple of pages at the most, then I reckon I'd better concentrate on the 'meat' of the subject. Full reviews of all the latest adventure/strategy software can be found in our sister publication - 'What Now' which caters for all micro adventurers.

This month, let's have a go at 'Ruby Runaround'. I haven't seen much information on this one, but there are quite a few people still stumped by it.

RUBY RUNAROUND

WEST, SOUTH, TAKE PETROL, NORTH, EAST, TAKE FILE, EAST, TAKE BLOWTORCH, SOUTH, TAKE SLIPPERS, NORTH, WEST, WEST, DROP SLIPPERS, SOUTH, SOUTH, TAKE COINS, NORTH, NORTH, DROP COINS, (the parkie picks them up and stands aside) NORTH, EAST, SOUTH, TAKE MATCHES, EAST, NORTH, EAST, NORTH, EAST, FILL BLOWTORCH (full and ready to be lit) TAKE FISH, TAKE LIFEJACKET, WEAR LIFEJACKET, WEST, SOUTH, WEST, SOUTH, DROP FISH, LIGHT BLOWTORCH, MELT ICE (it leaves a large puddle), EAST, TAKE KEY, CUT BARS (press a key). DROP FILE, DROP MATCHES, DROP LIFEJACKET, DROP BLOWTORCH, TAKE FISH, WEST, NORTH, NORTH, TAKE SACK, SOUTH, WEST, SOUTH, TAKE SLIPPERS, SOUTH, SOUTH, EAST, NORTH, DROP FISH, TAKE MOUSE, SOUTH, WEST, NORTH, WEST, SOUTH, SOUTH, TAKE GLOVES, WEAR GLOVES, WEAR SLIPPERS, DROP MOUSE (Elephant runs off), EAST, SOUTH, WEST, SOUTH, TAKE SCISSORS, NORTH, EAST, EAST, EAST, NORTH, EAST, INSERT KEY, OPEN DOOR (press a key), CUT WIRE (to disable the alarm), DROP SCISSORS, REMOVE COVER, TAKE RUBY (now back to the garage!), WEST, EAST, NORTH, WEST, NORTH, NORTH, EAST, NORTH, EAST, SOUTH, DROP RUBY (congratulations!),(100%)

Ok, got to go! What shall we do next month? I know! a selection of helpful hints for some of the newer stuff, say, 'Shadows of Mordor', 'Earthshock' and howzabout the solution to the first part of 'The Big Sleaze'? Alright, if you insist! I'll also have a go at answering your adventuring problems.

Go easy on that joystick, and let your fingers do the talking - alright, be like that!!!

Title: Wizball
Publisher: Ocean
R.R.P.: 7.95 (Sp), 8.95 (Ams)
Game Type: Arcade Strategy

For many years Wiz, and his brightly coloured cat have lived happily in colourful Wizworld. All was not well as an evil force, by the name of Zark had moved in to eliminate the colour, and turn everything drab, and grey. You play the part of Wiz who must with the aid of your faithful cat restore Wizworld to its former glory.

Phils Comments

A game with pleasing graphics, and loads of screens to explore, but another one where you struggle to master the controls of your character. Many will no doubt give up, but I must recommend that you persevere, because the game is well worth it. There are lots of levels to give a lasting challenge. Ocean seem to be re-deeming themselves in these last few months, a very good game, and one of my favourites this month.

Andrews Comments

I do hate these bouncing ball games, at times my balls seem to have a mind of their own. Perhaps it's me I don't know, but this is another game, where I just can't get the hang of controlling the damn ball! No comment.

Editors Comments

Beneath it all there is no doubting the pedigree of this game, that was such a hit on the C64. The control on Wiz will no doubt put many off, so be warned before you go out, and buy, as it can be very frustrating. A sort of cross between, Kinetic, Trailblazer, and Action reflex. Not easy, but well worth the practice.

Wizball The Scores
Graphics 78%
Playability 49%
Lastability 82%
Addictiveness 65%
Value For Money 63%
What Poke? Rating 69%

61

Title: Plexar
Publisher: M.A.D.
R.R.P.: 2.99
Game Type: Arcade

Long ago Plexar was a prosperous, and thriving planet, renowned throughout the Universe for its natural beauty. Its inhabitants known as the Miracle Engineers, turned Plexar into the most advanced planet in the Galaxy. Plexar was made up of 16 seperate continents, and the Miracle Engineers decided to link all the continents with a system of roads. To maintain the beauty of the planet, the roads were made of crystal, and were supported at each end by Diamond Towers. All this was many years ago, and sadly the Miracle Engineers were wiped out by a strange plague. Now it is the Plexarians that inhabit the planet, a primitive race that believed the roads to have magical powers, so they dare not use them, but every year to pay homage to their Gods a candidate is chosen to travel the roads; very few ever return, and if they do, say nothing about what they've seen. You have been chosen to wander the roads, and find out their secrets.

Donalds Comments

To avoid attribute problems, the game does tend to have a lack of colour. It is one of those bouncing games, and if you enjoy bouncing around squares then this should appeal. It is very annoying to have to go right back to the start, each and every time you are killed. Bouncing about can be very addictive, and this has to represent good value for money.

Editors Comments

The game is a cross between Trailblazer, and Bounder, and as you can imagine, if you're familiar with these two games, is not easy to get into. It took a long time before I got the hang of the controls, but playing the game, it is a game that you'd expect to see at say £8, so all credit to Mastertronic, for a game that on the face of it represents good value for money. One for the bouncing ball fans, but without doubt it's not an easy game to master.

Plexar The Scores
Graphics 66%
Playability 52%
Lastability 62%
Addictiveness 60%
Value For Money 72%
What Poke? Rating 64%
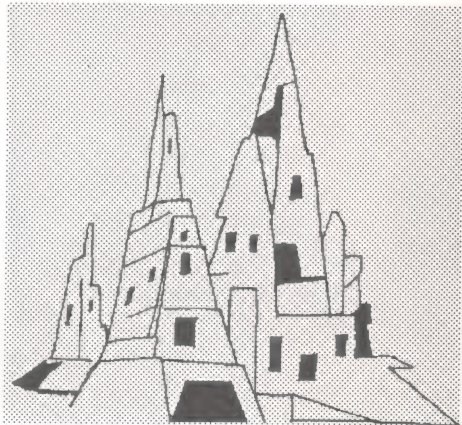
Title:Rapid Fire
Publisher:Mastertronic
R.R.P:1.99
Game Type:Arcade Beat em'up

An abandoned warehouse in the old industrial sector of the city has been taken over by a
notorious gang of criminals who are using it as their headquarters. Its location is perfect- the area
is completely deserted-so no-one could possibly know that they're there, or do they?
Acting on a tip off the police have been watching the area closely and have been monitoring the
activities of the gang for several months. Inside the warehouse an impressive array of
computerised equipment has been installed, and with the help of an expert programmer who has
been lured away from a computer games publisher by the prospect of vast sums of money, the gang
have discovered a way of temporarily suspending the security systems in 4 of the biggest banks in
the city. That was the difficult part, all they have to do now is to plan where and when they are
going to make their first hit. However, unfortunately for them they hadn't counted on you as an ace
undercover cop, putting a halt to proceedings-and that's putting it mildly! You are that ace
undercover cop.
Your instructions are to destroy the warehouse and all the equipment in it, but in order to do this
you must reach the master level of the building where the central power electrode is stored. If you
manage to reach this point your presence will start off a chain reaction and the building will be
destroyed. However, before you can reach the master level you must negotiate the preceding 5
levels.

Robert's Comments.

The graphics are very simple, but they are very typical of many budget games these days. Play is
very good but I was annoyed at the slow speed everything seems to move at. I found the game very
addictive at first, but after one or two hours my interest waned. Not bad at £2

Scott's Comments.

The graphics are horrible, and yet the gameplay appeals even though there is very little difference
between levels. It has to have a poor lasting appeal, and has to go down as a very average Kung Fu
Master variant.

Editors Comments.

The repetitive action left me a little cold, I can't see the excitement in continually legging it right
and blasting people.

Rapid Fire The Scores.
Graphics 46%
Playability 62%
Lastability 44%
Addictiveness 66%
Value For Money 59%
What Poke? Rating 57%

63

Title: Streaker
Publisher: Bulldog
R.R.P.: 1.99
Game Type: Arcade Adventure

As a NATO (Neutralise Alien Territories Organisation) representative, Carlin spent a lot of time zipping off to far flung corners of the universe on official business. This particular trip was to the planet Zuggi to discuss the possible purchase of a particularly advanced defence system with a view to installing the system on Earth - a routine days work - at least that's what Carlin thought! Using the new Inter-Stellar shuttle service, Carlin could reach Zuggi in 1 hour, 37 mins and 23 secs, a vast improvement on the old service which used to take 2 hours 14 mins, and had been known to be upto 3 minutes late! Business would take in the region of 4-5 hours, including the compulsory fitness lunch which was the norm of Zuggi. (Discussing business on an exercise bike could be quite productive at times. The theory being of course, that the mind was stimulated at the same time the body was being exercised. Really quite an excellent idea!). Anyway, if everything went according to plan, he could be home to his pipe and slippers by 5.30pm.
After the first round of meetings with the Mayor, Carlin decided to take a short cut as he made his way to the 'Lunch and Fitness Club', which turned out to be a big mistake! As he rounded the corner, he was set upon by muggers and robbed of not only all his money and official top secret documents, but all his clothes as well! What on Zuggi is he going to do now?
Your role is as the rather unfortunate stark naked Carlin. So just picture the scene. You're standing there with no clothes on, feeling battered and bruised and very hungry. You can't possibly travel back to Earth without your clothes, so you've got to get them back - somehow. And just to make matters worse, during your meeting with the Mayor, he mentioned that there was a food shortage on Zuggi, and if you don't get something to eat soon, you're going to starve to death!

Alans' Comments
It's nice to play games that are also fun to watch and this was. Graphics were nice and big adding to the playability and one I'll be playing for a while yet.

Donalds' Comments
The characters are fun and well drawn if a little plain looking. The game will appeal to many as it's not just a matter of rushing around the screen, but you can be patient and spend time trying to solve the puzzles the game throws up. A good arcade adventure that is well worth the money.

Streaker: The Scores
Graphics 63%
Playability 64%
Lastability 58%
Addictiveness 63%
Value for Money 68%
What Poke? Rating 64%

Title: Oriental Hero
Publisher: Firebird
R.R.P.: 1.99
Game Type: Combat Simulation

In a far off region in Outer Mongolia, a masked stranger has appeared and challenged for the title of Supreme Oriental Combat Master. To take this coveted title, our Ninja challenger must fight and kill all comers in four separate rounds. At the end of each round, he must fight one of the four combat champions and defeat them to progress to the next round.

When, and only when he has despatched every fighter in each round and all four combat champions, may the Ninja call himself Supreme Combat Master and become an Oriental Hero!

Jons' Comments

This is one of the fastest games I've ever played. Animation is very detailed and smooth, but your opponent is so quick that it's all over too soon. I couldn't cope, it was too fast for me, and I soon gave up.

Donalds' Comments

I found this to be an above average karate game that possibly keeps your interest, because it is very difficult to beat. Animation is good, but you have to be very precise with your kicks.

Andrews' Comments

Very good graphics, but impossible to play, therefore you soon lose interest.

Oriental Hero: The Scores
Graphics 71%
Playability 51%
Lastability 48%
Addictiveness 52%
Value for Money 51%
What Poke? Rating 51%

Title: International Karate
Publisher: Endurance (Prism)
R.R.P.: 2.99 (Ams, C64, C16, Sp)
Game Type: Karate Simulation

Re-releases of full price games at budget prices are fairly common, but usually they are re-packaged. International Karate makes a return visit, in all its old glory, but at £4 cheaper. It was not one of our favourite games when first released, but it did seem to appeal to the majority of magazines, so at a £2.99 price tag, it may be a worthwhile purchase. Kick and chop around 5 different world locations. If you missed it at a full price, then it should be worth a go at £2.99

What Poke? Rating 63%

Title: Mr Weems and the She Vampires
Publisher: Piranha
R.R.P.: 7.95
Game Type: Arcade Adventure

Weems, a failed accountant turned lion-tamer, found circus life too dull. So he decided on a career as a vampire hunter. Now he faces his toughest challenge.

Armed only with a rapid-fire garlic gun and a single smart-garlic pill, he has forced his way into the Mansion of the She Vampires. Weems must blaze his way through the six lethal levels of the labyrinthine Mansion. Attacked on all sides by sharp-fanged bats, dim-witted Frankenstein monsters and hungry She Vampires, Weems has to pick up a vital weapon on each level. Occasional bottles of blood to supplement his fast failing blood count and a few garlic bombs strewn around may just help Weems survive but the ultimate horror still lies ahead. On the final level of the Mansion lurks the Great She Vampire herself. Weems will only be able to destroy her if he has collected all the weapons he needs on the battle-torn way to her lair. Then he must fight his way out of the Mansion. Weems has just one small problem. Staying alive!

Donalds' Comments

An interesting scenario, but the result being another in the Gauntlet style of game. Practice makes perfect with this one, and you need your wits about you to stay alive. A reasonable challenge to birds eye view arcade adventure fans.

Alans' Comments

I found the game play good, but just a little too reminiscent of Dandy and if you already have this game in your collection, this is perhaps worth steering clear of. Good, but could have been better.

Andrews' Comments

OK for the Gauntlet style game fans.

Mr Weems: The Scores
Graphics 78%
Playability 65%
Lastability 61%
Addictiveness 60%
Value for Money 58%
What Poke? Rating 60%
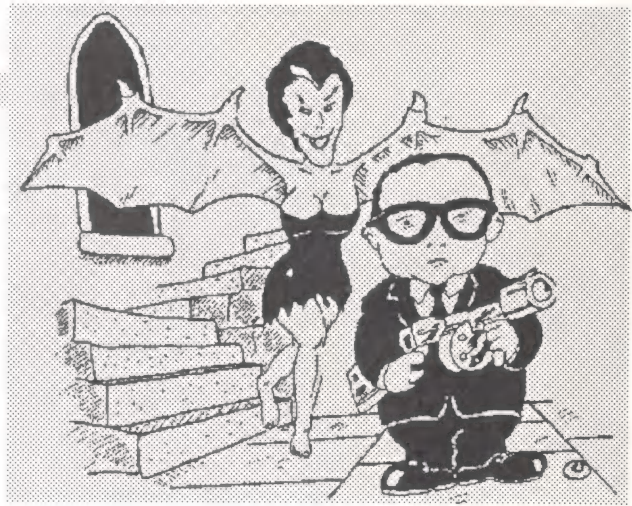
Title: Beam Rider
Publisher: Firebird
R.R.P.: 1.99
Game Type: Arcade

A huge beam matrix has formed within the vicinity of your home planet, and beamer ships are at this very moment launching an attack. Your mission is to infiltrate the matrix and annihilate all enemy craft.

Your vessel appears at the bottom of the screen. There are seven different types of beamer ship to be dealt with, the most important of which are the white saucers, 15 of which must be destroyed before one can proceed to the next level. You must also be careful to avoid the indestructable 'Kamikaze' craft. Contact with the yellow rejuvenators adds another ship to your reserve. However, if shot, the burning debris hurtles towards you and contact then proves fatal.

When the 15 saucers have been destroyed, you must attempt to destroy the Mother Ship, which is guarded by swarms of green suicide ships. To destroy the Mother Ship, you have 3 energy torpedos. A direct hit from the torpedo causes the Mother Ship to explode, and a bonus is awarded according to the level and the number of ships remaining.

Roberts' Comments:
This game had me crawling back for more, even though the simple graphics, tended to put you off at the outset. Plenty of levels to keep you going for ages.

Scotts' Comments:
A totally excellent shoot em'up that is only let down by pretty feeble graphics. A must for the joystick masters.

Martins' Comments:
A game that's a couple of years old, and I believe it was featured on the Soft Aid tape. Shooting wave after wave of ugly single colour sprites is not my idea of fun.

Beam Rider: The Scores
Graphics 45%
Playability 75%
Addictiveness 78%
Lastability 72%
Value for Money 81%
What Poke? Rating 79%
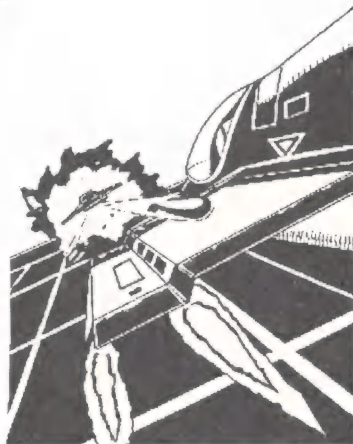
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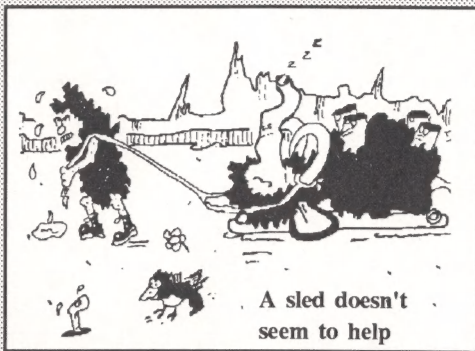
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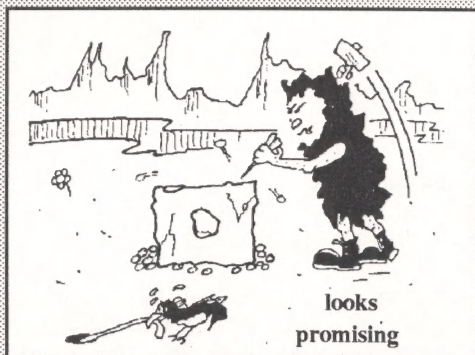
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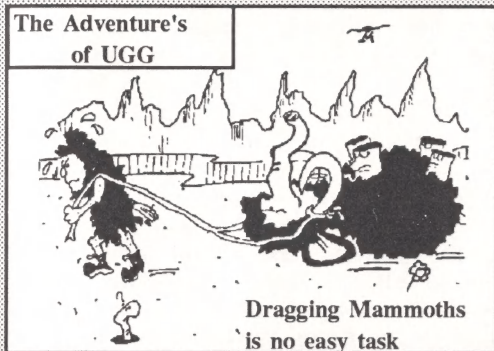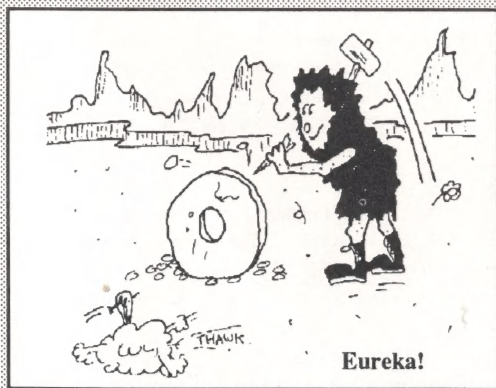
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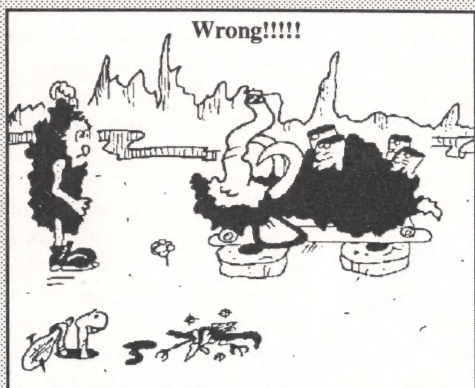
A sled doesn't seem to help

If only ...

looks promising

Eureka!

Wrong!!!!!

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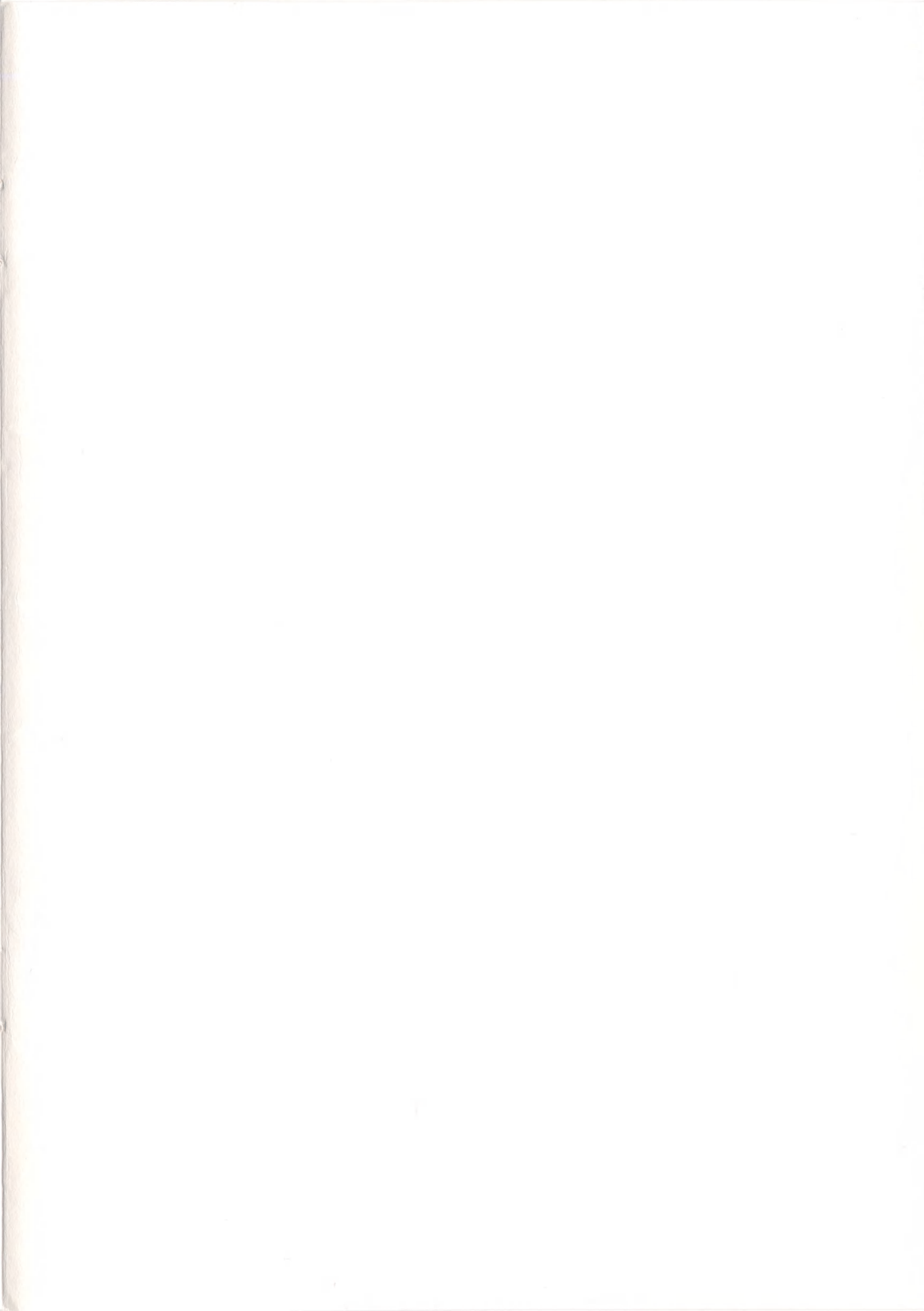
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